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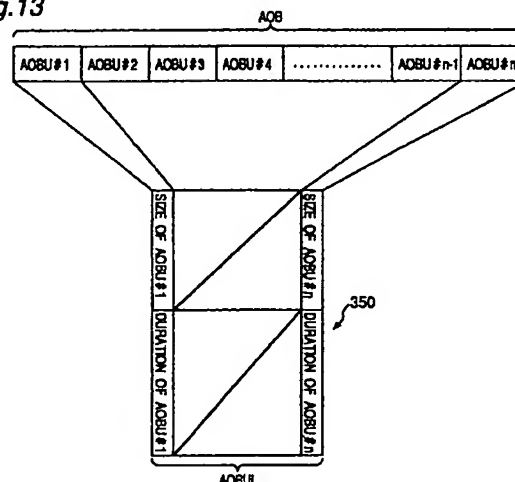
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## (54) OPTICAL DISK, AND METHOD AND DEVICE FOR RECORDING/REPRODUCING DATA ON/FROM OPTICAL DISK

(57) The present invention provides an optical disc, as an information recording medium for storing map information for mapping time stamp information about an audio object recorded on the optical disc in a constant bit rate format or a variable bit rate format and a recording position on the disc, which can reduce a size of the map information. The map information stored in the optical disc records a playback duration for only first and last units of a plurality of audio object units (AOBU) comprised in an audio object (AOB) for each AOB when audio data in the variable bit rate mode is to be recorded, and records the sizes and playback duration of the AOBU for the last one of AOBUs comprised in AOB and for any one of the AOBUs except for the last AOBU.

Fig.13



## Description

## TECHNICAL FIELD

5 [0001] The present invention relates to an optical disc capable of reading and writing data, and more particularly to an optical disc on which digital data including video data, still picture data and audio data are recorded. Moreover, the present invention relates to an apparatus and method of recording and reproducing data therefor.

## BACKGROUND ART

10 [0002] There is a DVD-RAM which is of phase change type and has a storage capacity of 4 GB or more as an optical disc capable of storing, reading and writing digital data including a video and audio data.

[0003] Examples of the video digital data which can be recorded on the DVD-RAM is applied with a coding standard of an MPEG method. The MPEG method compresses to code the video data at a variable bit rate (VBR).

15 [0004] The DVD-RAM is utilized as a home video recorder by compressing and recording video data by the MPEG method.

[0005] On the other hand, home audio recorder for recording audio digital data such as music on the DVD-RAM is currently being developed.

20 [0006] Example of recording method of audio digital data which can be recorded on the DVD-RAM include LPCM (linear PCM), an AC 3 and an MLP.

[0007] The LPCM is a non-compressive coding mode to be used in a CD, and typically codes audio information with 16 bits quantization. The DVD-RAM can record, for approximately nine hours, the audio data which are quantized at a sampling rate of 44.1 Khz in the LPCM. Although the LPCM is non-compressive and thus has an advantage that high tone quality can be obtained, it has a disadvantage that a rate of reading from the disc is high and a large recording capacity is required for the disc.

[0008] The AC3 compresses to code audio information at a constant bit rate (CBR). Since the AC3 serves to compress and code the audio information, it has an advantage that the rate of reading from the disc can be reduced and a small recording capacity of the disc is enough. On the other hand, the AC3 system has a disadvantage that the information is deteriorated during the compression, resulting in low tone quality than that in the LPCM.

30 [0009] The MLP system losslessly compresses and codes audio information at a variable bit rate (VBR). The lossless compression is a coding mode in which the tone quality is not deteriorated due to the compression. In addition to the advantage of the tone quality without deteriorating, the rate of reading from the disc is higher than that of the AC3 and can be more reduced than that of the LPCM.

## 35 DISCLOSURE OF INVENTION

[0010] In order to utilize the DVD-RAM as the home audio recorder, a data format and an apparatus capable of efficiently recording music information on a disc through the LPCM, the AC3 and the MLP and having high operability for a user when recording, editing and reproducing data are required as a data format of the optical disc and an apparatus thereof.

40 [0011] More specifically, the following three items are required for the data structure of the data format;

(1) To have path information in which a playback sequence having a combination of audio data having a constant bit rate (CBR) such as the LPCM and the AC3 and audio data having a variable bit rate (VBR) such as the MLP. This allows the user to reproduce, through the home audio recorder, various audio data in different coding modes which user obtained from various data obtaining channels, without user's recognizing a difference in the coding mode. (2) To have time map information for indirectly providing to a recording position on the disc of the audio data with reference to a time stamp. This can actualize easy modification of the information about the recording position of the audio data and a rapid editing work also in the home audio recorder having low hard performance when the recording position of the audio data on the disc is changed in editing operation.

(3) To reduce the data size of the time map information in (2). This allows the time map information to be loaded into a memory in the home audio recorder on which a small capacity memory is mounted.

55 [0012] The present invention has been made to solve the above mentioned problems and has an object to provide an optical disc capable of reducing the data size of time map information and an apparatus and method of recording and reproducing data for the optical disc.

[0013] In order to solve the above-mentioned problem, an optical disc according to the present invention is a

recording medium for storing at least one audio object coded in either of a variable bit rate coding mode or a constant bit rate coding mode and management information for managing reproduction of the audio object, and has the following configuration.

[0014] In the optical disc, the audio object comprises a plurality of units each having a predetermined playback duration, each unit has the same playback duration except for the last one of all the units comprised in the audio object.

[0015] The management information includes path information which defines at least one reproducing interval of the audio object specified by time stamp information indicative of a time when the audio object is reproduced, and indicates a reproducing sequence of each reproducing interval, coding mode information indicative of coding mode of each audio object, and map information provided for each audio object. The map information converts the time stamp information specifying the reproducing interval of the audio object into an address on the optical disc storing the unit of the audio object to be reproduced at the time indicated by the time stamp information.

[0016] The map information comprises information about a data size of the unit. The information about the data size of the unit includes information about a data size of each unit when the coding mode of the corresponding audio object is the variable bit rate coding mode, or only information about a data size of a last one of the units included in the audio object and information about a data size of one of residual units except for the last unit when the coding mode of the corresponding audio object is the constant bit rate coding mode.

[0017] The map information may further comprise information about the playback duration of the unit. The information about the playback duration can include only playback duration information for a last one of the units included in the audio object and playback duration information for one of the residual units except for the last unit. The information about the playback duration can include only playback duration information for one of the residual units except for the last unit.

[0018] The map information may comprise two table structures. The first table structure is referred when the coding mode of the corresponding audio object is the variable bit rate coding mode. The first table structure has information about a data size of the unit for each unit as the information about the data size of the unit. The second table structure is referred when the coding mode of the corresponding audio object is the constant bit rate coding mode. The second table structure has, as information about a data size of a unit, only information about a data size of a last one of the units included in the audio object and information about a data size of one of the residual units except for the last unit.

[0019] The variable bit rate coding mode may include at least one of AAC and MLP. The constant bit rate coding mode may include at least one of linear PCM and AC-3.

[0020] A data recording apparatus according to the invention is an apparatus for recording audio data in the above described optical disc. The apparatus comprises: section for inputting audio data to be recorded and then deciding whether a coding mode of the input audio data is the variable bit rate coding mode or the constant bit rate coding mode; section for creating the map information of the first table when the coding mode is the variable bit rate coding mode as a result of the decision, or creating the map information of the second table when the coding mode is the constant bit rate coding mode; and section for recording the created map information in the optical disc together with the input audio object.

[0021] A data reproducing apparatus according to the invention is an apparatus for reproducing an audio object from the above described optical disc. The apparatus comprises: section for specifying an audio object to be reproduced; section for deciding whether a coding mode of the specified audio data is a variable bit rate coding mode or a constant bit rate coding mode; and section for selecting a table structure of the map information in accordance with the decided coding mode, reading a size of the unit comprised in the audio object to be reproduced from the map information with the selected table structure, obtaining a start address on the optical disc of the object to be reproduced from the read size of the unit, and reading and reproducing the audio object from the start address thus obtained.

[0022] In the data reproducing apparatus, the section for selecting a table structure can obtain the start address by the following method. When the decided coding mode is the variable bit rate coding mode, the method may comprise referring to the map information with the first table structure to obtain the data size for each unit, summing the data size thus obtained, and adding an offset address value of the audio object to be reproduced to the summed value. When the decided coding mode is the constant bit rate coding mode, the method may comprise referring to the map information with the second table structure to obtain the data size for one of the residual units, multiplying the obtained data size by the number of the units comprised in the audio object to be reproduced, and adding an offset address value of the audio object to be reproduced to the multiplied value.

[0023] A data recording method according to the invention is a method for recording audio data in the above described optical disc. The method comprises: inputting audio data to be recorded and then deciding whether a coding mode of the input audio data is the variable bit rate coding mode or the constant bit rate coding mode; creating the map information of the first table when the coding mode is the variable bit rate coding mode as a result of the decision, or creating the map information of the second table when the coding mode is the constant bit rate coding mode; and recording the created map information in the optical disc together with the input audio object.

[0024] A data reproducing method according to the invention is a method for reproducing an audio object from the

above described optical disc. The method comprises: specifying an audio object to be reproduced; deciding whether a coding mode of the specified audio data is a variable bit rate coding mode or a constant bit rate coding mode; and selecting a table structure of the map information in accordance with the decided coding mode, reading a size of the unit comprised in the audio object to be reproduced from the map information with the selected table structure, obtaining a start address on the optical disc of the object to be reproduced from the read size of the unit, and reading and reproducing the audio object from the start address thus obtained.

[0025] According to the present invention, by utilizing the fact that the playback duration of the object unit is constant, the playback duration of all the units are not recorded but the reproducing duration is recorded for only the first and last units in each object. Moreover, when the audio data are coded in a constant bit rate coding mode, utilizing the fact that the size of the unit in a pack is constant, the sizes of all the units are not recorded but the sizes are recorded for the first and last units in each object. Thus, the recording format of the time map information for indirectly referring to the recording position on the disc of the audio data with the time stamp is implemented for both of the constant bit rate coding mode and the variable bit rate coding mode. In the case of the variable bit rate coding mode, size of the time map information per recording time can be compressed to a half or less. In the case of the constant bit rate, the time map can be constructed with a constant size irrespective of the recording time. Consequently, the memory residence of the time map information can be carried out also in the home audio recorder having a small mounted memory.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0026]

Fig. 1 is a view showing the outer appearance of a DVD-RAM disc and a cartridge for housing the disc.

Fig. 2A is a view illustrating the recording region of the DVD-RAM disc, and Fig. 2B is a view showing the state of the surface of the DVD-RAM disc.

Fig. 3A is a view illustrating zones of the DVD-RAM disc, Fig. 3B illustrating a diagram showing the relationship of a lead in region, a lead out region and a zone, Fig. 3C is a diagram illustrating the relationship between the volume space of the DVD-RAM and a logical sector number (LSN), and Fig. 3D is a diagram illustrating the volume space of the DVD-RAM.

Fig. 4 is a diagram showing a logical structure in the DVD-RAM disc according to the present invention.

Fig. 5 is a diagram showing the structure of an AV file for an audio (AR\_AUDIO.ARO).

Fig. 6 is a diagram showing the structure of a pack packet of an MPEG method.

Fig. 7 is a diagram showing the structure of an AV file for a still picture (AR\_STILL.ARO) simultaneously reproduced during audio reproduction.

Fig. 8 is a diagram showing the relationship between the AV file for an audio (AR\_AUDIO.ARO) and management information (PGC).

Fig. 9 is a diagram showing the relationship among an audio related AV file (AR\_AUDIO.ARO, AR\_STILL.ARO) and management information (PGC, AOBI, ASVUI).

Fig. 10 is a diagram illustrating a conversion from the display time of an audio object into the address of the audio object unit using map information (AOBI, ASVUI).

Fig. 11 is a diagram showing the relationship between AOBUI and AOBUI (map information) having information about the size and playback time length of the AOBUI for each AOBUI.

Fig. 12 is a diagram showing the structures of the AOBUI and the AOBUI, which are suitable for a variable bit rate format, having the size information of the AOBUI for all the AOBUI and information about the playback time length for only the first and last AOBUI.

Fig. 13 is a diagram showing the structures of the AOBUI and the AOBUI, which are suitable for a constant bit rate format, having the information about the size and playback time length of the AOBUI for only the first and last AOBUI.

Fig. 14 is a diagram showing the structure of a DVD recorder according to the present invention.

Fig. 15 is a flowchart showing the summary of a processing during the reproduction processing of the DVD recorder according to the present invention.

Fig. 16 is a flowchart showing the summary of a processing for acquiring a reproduction start address during the reproduction processing.

Fig. 17 is a flowchart showing the summary of a processing during the recording processing of the DVD recorder according to the present invention.

Fig. 18 is a diagram showing the structure of RTR\_AMG.

Fig. 19 is a diagram illustrating the structure of RTR\_AMGI.

Fig. 20A is a diagram illustrating VERN, and Fig. 20B is a diagram illustrating the format of TM\_ZONE.

Fig. 21 is a diagram illustrating the structures of RSM\_MRKI and DISC\_REP\_PICTI.

Fig. 22 is a diagram illustrating the structure of PL\_SRP.

Fig. 23A is a diagram illustrating the format of PL\_TY, and Fig. 23B is a diagram illustrating the format of PL\_CREATE\_TM.

Fig. 24 is a diagram illustrating a PTM recording format.

Fig. 25 is a diagram illustrating the structure of A\_AVFIT.

Fig. 26A is a diagram illustrating the format A\_ATR, and Fig. 26B is a diagram illustrating the format of TXT\_ATR.

Fig. 27 is a diagram illustrating the structure of AUDFI.

Fig. 28 is a diagram illustrating the format of AOB\_TY.

Fig. 29 is a diagram illustrating the structure of AOBUI.

Fig. 30 is a diagram illustrating the structure of AOBU\_ENT.

Fig. 31 is a diagram illustrating the structure of UD\_PGCIT.

Fig. 32 is a diagram illustrating the structure of PGCI.

Fig. 33 is a diagram illustrating the format of PG\_TY.

Fig. 34 is a diagram illustrating the structure of CI.

Fig. 35 is a diagram illustrating the format of C\_TY.

Fig. 36 is a diagram illustrating the format of V\_ATR.

Fig. 37 is a diagram illustrating the structure of ASVFI.

Fig. 38A is a diagram illustrating the structure of ASVOB\_ENT, and Fig. 38B is a diagram illustrating the format of ASVOB\_ENT\_TY.

Fig. 39 is a diagram illustrating the structure of TXTDT\_MG.

Fig. 40 is a diagram illustrating the format of ASV\_DMOD.

Fig. 41A is a diagram illustrating the structure of C\_EPI of a type A1, Fig. 41B is a diagram illustrating the structure of C\_EPI of a type A2, Fig. 41C is a diagram illustrating the structure of C\_EPI of a type B1, and Fig. 41D is a diagram illustrating the structure of C\_EPI of a type B2.

Fig. 42A is a diagram illustrating the structure of C\_EPI of a type C1, Fig. 42B is a diagram illustrating the structure of C\_EPI of a type C2, Fig. 42C is a diagram illustrating the structure of C\_EPI of a type D1 and Fig. 42D is a diagram illustrating the structure of C\_EPI of a type D2.

Fig. 43 is a diagram illustrating the format of EP\_TY.

Fig. 44A is a diagram illustrating the format of S\_EFFECT, and Fig. 44B is a diagram illustrating the format of E\_EFFECT.

Fig. 45 is a diagram showing the relationship among PGC, PG, Cell and an entry point in original PGC.

Fig. 46 is a diagram showing the relationship among PGC, PG, Cell and an entry point in user defined PGC.

Fig. 47A is a diagram showing the relationship between Cell and AOB in the original PGC, and Fig. 47B is a diagram showing the relationship between Cell and AOB in the user defined PGC.

Fig. 48 is a diagram illustrating the discontinuity of an audio waveform in AOB.

## DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0027] An optical disc and an apparatus for recording and reproducing data for the optical disc according to the present invention is described below with reference to the accompanying drawings. In a first embodiment, description will be given to the structure of the optical disc and the apparatus for recording and reproducing data for the optical disc according to the present invention. In a second embodiment, description will be given to an optical disc and a home audio recorder to which the recording and reproducing apparatus of the optical disc is applied according to the present invention.

### (First Embodiment)

#### 1.1 Physical Structure of Optical Disc

[0028] Fig. 1 is a diagram illustrating the outer appearance of a DVD-RAM disc to be a data recordable optical disc. As shown in Fig. 1, the DVD-RAM is housed in a cartridge 57 and is mounted on a video data editing apparatus in this state. The cartridge 75 serves to protect the recording surface of the DVD-RAM. The DVD-RAM housed in the cartridge 75 can be accessed by opening a shutter 76.

[0029] Fig. 2A is a diagram showing the recording area of the DVD-RAM disc to be a data recordable optical disc. As shown in Fig. 2A, the DVD-RAM disc has a lead in area on the innermost periphery and a lead out area on the outermost periphery, and arranges a data area therebetween. The lead in area records a reference signal necessary for stabilizing a servo during the access of an optical pick-up, an identification signal with other media and the like. The lead out region also records the same reference signals as that in the lead in region. The data area is divided into a sector (2k bytes) to be a minimum access unit.

[0030] Fig. 2B is a diagram showing the section and surface of a portion corresponding to the head portion of the sector in the DVD-RAM. As shown in Fig. 2B, one sector includes a pit string portion formed on a reflective film surface such as a metallic thin film and a concavo - convex portion.

[0031] The pit string portion includes pits of 0.4  $\mu\text{m}$  to 1.87  $\mu\text{m}$  which is marked to represent a sector address.

5 [0032] The concavo-convex portion includes a concave portion (hereinafter referred to as a "groove") and a convex portion (hereinafter referred to as a "land"). A recording mark which comprises a metallic thin film which can carry out phase change is attached to the surfaces of the land and the groove. The phase change implies that the state of the bonded metallic thin film is changed between a crystallization state and a non-crystallization state through the irradiation of an optical beam. Data can be written to the concavo-convex portion by utilizing the phase change. While only the  
10 land portion is used for recording in an MO (magneto optical) disc, data are recorded in the land portion and the groove portion in the DVD-RAM. By implementing data recording in the groove portion, a recording density can be more increased than that in the MO disc. Error correcting information for the sector is given every 16 sectors. In the present embodiment, the sector group (16 sectors) to which an ECC (Error Correcting Code) is given will be referred to as an ECC block.

15 [0033] Moreover, the DVD-RAM has a data area divided into a plurality of zones in order to implement rotation control referred to as a ZCLV (Zone Constant Linear Velocity) during recording and reproduction.

[0034] Fig. 3A is a diagram showing a plurality of zones provided concentrically on the DVD-RAM. As shown in Fig. 3A, the DVD-RAM is divided into 24 zones from zone 0 to zone 23. The zone implies a group of tracks to be accessed at the same angular velocity. In the present embodiment, one zone includes 1888 tracks. The rotational angular velocity  
20 of the DVD-RAM is set for each zone such that it is increased toward the zone on the inner peripheral side, and is maintained to be constant while the optical pick up accesses within one zone. Consequently, the recording density of the DVD-RAM can be increased and the rotation control can easily be carried out during the recording and the reproduction.

[0035] Fig. 3B is a diagram illustrating the linear transverse arrangement of the lead in area, the lead out area and zones 0 to 23 which are shown concentrically in Fig. 3A. The lead in area and the lead out area have a defect management area (DMA) therein. The defect management area records position information indicative of the position of a sector having a defect and alternate position information indicative of an alternate area where a sector substitutes for the defective sector is present.

[0036] Each zone has a user area therein and an alternate area and an unused area in the boundary portion of the zone. The user area implies an area which can be utilized as a recording area by a file system. The alternate area is alternately used if there is a defective sector. The unused area is not used for data recording. The unused area is provided for approximate two tracks. The unused area is provided for the following reason. Although a sector address is recorded in the same position as that of the adjacent track in the zone, in the ZCLV, the recording position of the sector address is different from that of the adjacent track on a zone boundary. Therefore, it is necessary to prevent the sector  
30 address from being distinguished erroneously.

[0037] Thus, a sector which is not used for the data recording is present in the zone boundary. For this reason, in the DVD-RAM a logical sector number (LSN) is allocated to the physical sector of a user area in order from the inner periphery to indicate continuously only the sectors to be used for the data recording.

## 40 1.2 Logical Structure of Optical Disc

[0038] An area for recording user data, as shown in Fig. 3C, which comprises sectors to which the logical sector numbers (LSNs) are given is referred to as a volume region (space).

[0039] Digital data are managed and recorded in the volume area through a file system in accordance with an ISO  
45 / IEC13346 standard. Management information composing the file system, referred to as volume structure information, is recorded in the head of the volume area. The file system is index information for grouping and managing a plurality of sectors on the disc. A plurality of sectors is managed as a file, and a plurality of files are grouped and managed as a directory. A sector group continuously arranged on the disc in the sectors storing data composing the file are extended and managed. More specifically, while the data composing the file are continuously recorded on the disc in an extension unit, they are discretely recorded on the disc as the whole file.

[0040] In the present embodiment, the optical disc has a directory file structure shown in Fig. 4. The data to be recorded are placed in a DVD\_RTAV directory provided under a ROOT directory as shown in Fig. 4.

[0041] The file is roughly divided into a management information file and an AV file.

[0042] The AV file includes an AR\_AUDIO.ARO file 30 for recording audio data and an AR\_STILL.ARO file 40 for  
55 recording still picture data to be displayed simultaneously with the reproduction of the audio data.

[0043] An AR\_MANGR.IFO file 20 is recorded as the management information file. The file 20 stores management information for controlling the reproduction of the AV file. Moreover, an AR\_MANGR.BUP file 50 having the same contents is recorded for the case in which any error is generated on the file 20 to disable data reading.

**[0044]** Fig. 5 is a diagram showing the structure of the AR\_AUDIO.ARO file 30 in which the audio data are recorded. As shown in Fig. 5, a plurality of AOBs (Audio Objects) 300 having audio information are arranged in the AR\_AUDIO.ARO file 30 in order of sound recording. The audio information stored in the AOB (300) includes data in LPCM format and data in AC3 format with a constant bit rate (CBR), and data in MLP format with a variable bit rate (VBR), for example.

**[0045]** The AOB (300) has a data structure referred to as a program stream of the MPEG format, and has such a structure that an audio elementary stream having audio information and a text elementary stream having real time text information are divided into pack structures 33 and 35 each having a size of 2 KB which are multiplexed each other.

**[0046]** Fig. 6 shows a pack packet structure of the MPEG system.

**[0047]** A packet is a unit in which video data and audio data are multiplexed and indicates a minimum unit to transfer. As shown in Fig. 6, a pack header includes an SCR (System Clock Reference). The SCR indicates an input timing at which the pack is input to a system decoder. More specifically, a rate of transfer to the system decoder of the data is defined by the SCR.

**[0048]** The packet header stores a DTS, a PTS and a stream ID.

**[0049]** The DTS (Decode time stamp) indicates a timing in which the pack is decoded by a decoder. The PTS (Presentation time stamp) indicates a timing at which the pack is subjected to presentation such as audio output and video output. The stream ID indicates an identification code for the elementary stream in a program stream. In the case of a video elementary stream, "11000000" is given. In the case of the AOB, each of the audio elementary stream and the text elementary stream is a private stream to which "10111101" is given.

**[0050]** As shown in Fig. 6, in the case in which the data are of an audio data type or a real time text data type, a substream ID is stored on the head of the data because both of them are the private stream. In the case of the real time text data, "01001000" is stored in the substream ID. In the case of the audio data, "1010" is stored on the first bits of the substream ID and an identification code of a coding type of the audio is stored in low order four bits. "0000" is stored when the coding type is the LPCM, "0001" is stored when the coding type is the MPL, and "0002" is stored when the coding type is the AC3.

**[0051]** The pack 33 for storing the audio elementary stream will be referred to as "A\_PCK (audio pack)" and the pack 35 for storing the text elementary stream will be referred to as "RTI\_PCK (real time information pack)" as shown in Fig. 5

**[0052]** The AOB (300) includes a plurality of partial sections 310. The partial section 310 will be referred to as "AOBU (Audio Object Unit)". The AOBU (310) is a unit in which a plurality of A\_PCKs (33) included therein has a pre-determined playback time of one second or less. The last one of the AOBUs (310) included in the AOB (300) does not always have the same playback time as that of other AOBUs.

**[0053]** In general, the number of bits of the A\_PCK (33) which can be stored is not coincident with that of bits of an audio frame to be the minimum unit of the audio information. Therefore, one audio frame might be divided into a plurality of A\_PCKs to be recorded. The boundary of the AOBU should be coincident with that of the audio frame. The reason is why division and coupling should easily be carried out on the boundary of the AOBU during edit or the like. Therefore, padding is inserted in a part of the AOBU.

**[0054]** RTI\_PCK(35) is used for recording words and information to be displayed in synchronizing with the playback music.

**[0055]** Fig. 7 is a diagram showing the structure of an AR\_STILL.ARO file 40 for recording still picture data to be displayed simultaneously with audio data reproduction.

**[0056]** As shown in Fig. 7, an ASVOB (Audio Still Video Object) 400 to be an MPEG program stream for the still picture to be displayed simultaneously with a audio is arranged in the AR\_STILL.ARO file 40 in order of recording.

**[0057]** The ASVOB (400) comprises one VOB (Video Object Unit) 410, and the VOB (410) comprises a plurality of V\_PCKs (412). The VOB (410) stores a GOP (Group of Pictures) defined by an MPEG standard, and particularly includes only one I-picture.

**[0058]** Next, the relationship among the AOB (300) stored in the AR\_AUDIO.ARO (30), the ASVOB (400) stored in the AR\_STILL.ARO (40) and the management information stored in the AR\_MANGR.IFO (20) is described with reference to Figs. 8 and 9.

**[0059]** The management information of the AR\_MANGR.IFO (20) includes path information defining a playback sequence which comprises at least one AOB, and map information for converting the playback interval of the AOB indicated by the path information into a recording address on the disc.

### 1.3.1 Path Information defining Reproduction Order

**[0060]** The playback sequence (audio sequence) indicated by the path information is defined with a sequence of cells (Cells) indicative of a partial or full interval of the AOB. As shown in Fig. 8, the path information defining the sequence is defined as PGC (Program Chain) 100 in the DVD. In different PGCs, the various playback sequences for

the same AOB group can be defined. In an example shown in Fig. 8, PGC#1 denotes a reproduction path having a playback sequence of AOB#1 → AOB#2 → AOB#3 → AOB#4. PGC#2 denotes a reproduction path having a playback sequence of AOB#3 → AOB#2 → AOB#4. Moreover, the PGC#1 denotes an audio sequence comprising the partial interval of each AOB and the PGC#2 denotes an audio sequence comprising the full interval of each AOB.

**[0061]** Each cell 105 included in the PGC specifies interval of the AOB based on time stamp information indicative of a time to reproduce audio data. More specifically, each interval of the AOB is addressed by the DVD based on a reproduction running time from the head of the AOB.

**[0062]** The information indicative of the audio sequence includes original PGC and user defined PGC. As shown in Fig. 9, an original PGC (110) defines the interval of all the AOBs (300) capable of being reproduced in the disc with the cell 115. The original PGC (110) is also referred to as track set (Track Set) and has a lower structure referred to as a track (Track) 112 obtained by logically binding up a plurality of cells. The Track described above does not imply the physical structure of a disc but one music. One music is named in accordance with a custom in the music industry referred to as a "track".

**[0063]** On the other hand, the user defined PGC (120) defines an audio sequence including interval designated by a user out of interval of the AOB (300) referred by the original PGC (110). The cell in the user defined PGC (120) includes a part or whole cell of the original PGC (110), but does not include the interval of the AOB which is not referred by the cell of the original PGC (110).

**[0064]** Moreover, the user defined PGC (120) is also referred to as a play list (Play List), and does not have a data structure in which a cell is referred to via a track differently from the original PGC. A plurality of user defined PGCs (120) may be present. Furthermore, the cell indicates, as well as the interval of the AOB, still picture data to be displayed simultaneously with the audio data. As described above, the still picture data are stored in the ASVOB (400) of the AR\_STILL.ARO file 40 in a format of an I picture of the MPEG, and each cell indicates the same.

### 1.3.2 Map Information

**[0065]** Map information converts a time stamp of the cell (115) of the user defined PGC (120) or the original PGC (110) into a sector address on a disc.

**[0066]** Management information includes AOBUI (AOB Unit INFORMATION) 350 is present as management information for each AOB as shown in Fig. 10. The AOBUI (350) is map information including information for converting the time stamp information indicative of the interval of the AOB into the sector address on the disc.

**[0067]** Next, a processing of converting the time stamp information into the sector address is described with reference to Fig. 11. Fig. 11 is a diagram showing the relationship between the AOB (300) and the AOBUI (350) to be the map information. For simplicity of explanation, the map information has an ad hoc data structure in Fig. 11.

**[0068]** As described above, the AOB (300) comprises a plurality of AOBUs (310). The size of the AOB (300) is constant when the coding mode of the AOB has a constant bit rate (CBR), or variable when the coding mode of the AOB has a variable bit rate (VBR). For this reason, it is sufficient that there are the size of each AOB (300) and a playback time length (duration) in order to convert the time stamp indicative of each interval of the AOB (300) into an actual sector address.

**[0069]** The playback duration is described by a value based on index with one second corresponding to 90,000. For example, 0.8 second is represented as 72,000.

**[0070]** Each AOB (300) has the same playback duration except for the last one of the AOBUs included in the AOB (300). Therefore, the same values are actually stored as the playback duration for AOBUs ranging from AOB#1 to AOB#n-1 shown in Fig. 5, respectively.

**[0071]** As an example of a processing related to the conversion from the time stamp information to an address, a time search processing is described. The time search is a function of starting reproduction or playback of audio data at a specific time in one music. In order to implement such a function, it is necessary to convert a designated specific time stamp information into an address. To do so, the designated time information is first divided by playback duration information indicated as "the playback duration of the AOB#1". One is added to the quotient thus obtained, and a value thus obtained by the addition is the AOB including a time stamp corresponding to a specific time. Number of the AOB is set to i. The address of the AOB can be obtained by summing sizes from a first AOB to an (i-1)th AOB. A value thus obtained is an address to be required. In order to convert the address information thus obtained to the final sector address, furthermore, it is necessary to add offset information in the AR\_AUDIO.ARO file 30 of the corresponding AOB. The offset information is stored as the management information for each AOB in the AR\_MANGR.IFO file 20.

**[0072]** The AOB has a maximum playback period of one second. Therefore, it is apparent that the precision of the time search is at most one second in the above mentioned method. The time search for each audio frame in the specified AOB can increase the precision. The playback duration of each audio frame is defined in accordance with the coding mode used for the audio coding. For example, it is 32 msec in the AC 3 system. By utilizing this, the time search can also be carried out with the precision of the audio frame.



**[0073]** As described above, the AOBUI (350) comprises the data size of each AOBU (310) and the playback duration information. Consequently, it is possible to convert each interval of the AOB (300) indicated by a time stamp into a sector address on the disc.

**[0074]** However, if these two information for all AOBUs are recorded, the size of the AOBUI to be the map information is greatly increased. In other words, the playback duration information requires at least three bytes for storing a value about 90000. Moreover, the size of the AOBUI depends on the bit rate of the AOB. In the case of the LPCM having tone quality of CD, the size of one AOBUI is 96, and becomes about 600 with the maximum bit rate permitted by the DVD disc. At least two bytes are required for storing this information. Therefore at least five bytes are required for each AOBUI. This implies that information having 18 Kbytes (= 3600 sec × 5 bytes) per hour at a minimum should be stored as the AOBUI in the case where the playback duration of each AOBUI is one second. On the other hand, when audio data having an AC3 format having 192 Kbps, for example, are stored in the DVD-RAM media having 4.7 GB, a recording time length thereof exceeds 50 hours. If such data are to be stored, the size of the AOBUI exceeds 1 MB. However, it is hard for a home audio recorder to have such a big memory size as to implement to load an AOBUI into the memory.

**[0075]** According to the present invention, the size of the AOBUI is reduced in the following manner. More specifically, it is noted that the playback duration of each AOBUI is constant except for the last one of the AOBUIs composing the AOB. By utilizing this fact, it is not necessary to record all the playback duration of AOBUI for each AOBUI, but it is sufficient to record only the playback duration of a first one of the AOBUIs composing the AOB and the playback duration of the last AOBUI. In the case of the AOB having a variable bit rate, however, the size of the AOBUI is required for all the AOBUIs.

**[0076]** Fig. 12 shows the structure of the modified AOBUI. In the modified AOBUI, the playback duration of the AOBUI is described for only playback duration for the last (nth) AOBUI of the AOB and playback duration for the first AOBUI. Consequently, the size of the AOBUI becomes at least 6 bytes + 2 bytes × (the number of AOBUIs). Thus, even if music data exceeding 50 hours are recorded, the size of the AOBUI can be hold down to approximately 360 KB. The value of common playback duration in other AOBUIs except for the last AOBUI is stored in the entry of the head AOBUI. Moreover, since all other AOBUIs except for the last AOBUI have the same playback duration, a playback duration for any of other AOBUIs except for the last AOBUI may be used in place of the first AOBUI.

**[0077]** Furthermore, it is possible to further reduce the size of the AOBUI in the coding mode having a constant bit rate such as an LPCM format or an AC3 format. In the case of the constant bit rate, the number of bytes with a specific playback duration is always constant. This means that the size of each AOBUI except for the last AOBUI is constant. By utilizing this fact, it is not necessary to record all the sizes of the AOBUIs with the constant bit rate, and it is sufficient to record only the size of the AOBUI (for example, the first AOBUI) except for the last AOBUI and the size of the last AOBUI.

**[0078]** Fig. 13 shows the structure of the AOBUI thus modified. Consequently, the size of the AOBUI is sufficient to be approximately 10 bytes at most irrespective of the playback duration of the AOB. Accordingly, in the case of the coding mode having the constant bit rate, a very great memory size is not required to allow AOBUI to reside at the memory. In the case of the constant bit rate, moreover, it is not necessary to carry out a processing to sum up all the sizes of the AOBUIs when the time stamp information is converted into the sector address, and it is sufficient to calculate a product of the size of the first AOBUI and the number of the AOBUIs. Thus, there is also an advantage that a time and labor for an arithmetic processing can be omitted.

**[0079]** More specifically, the AOBUI to be the map information is constituted to have only the playback duration of the last AOBUI, the playback duration and size of each of the AOBUIs other than the last AOBUI in the case in which the AOB to be designated uses the coding mode having the constant bit rate (CBR) such as the LPCM format and the AC3 format. On the other hand, in the case in which the AOB to be designated has the variable bit rate (VBR) of the MLP format, the AOBUI is constituted to have a playback duration common to each of the AOBUIs except for the last AOBUI and the sizes of all the AOBUIs. For the playback duration of the AOB, the map information may have only the playback duration for one of the AOBUIs other than the last AOBUI.

**[0080]** Next, the data structure of the AOBUI according to the present invention is described in detail with reference to Figs. 29 and 30. As described above, AOBUI stores information necessary for converting the time stamp indicative of each interval of the AOB into the sector address of the disc.

**[0081]** As shown in Fig. 29, AOBUI (AOB unit information) 350 comprises AOBUI\_GI (AOB unit general information) 310 to be header information and AOBUI\_ENT (AOBUI entry) 320 which exists as many as the number of the AOBUIs. It is noted that AOBUI\_ENT (320) exists only when the stream of the AOB to be designated has the variable bit rate (VBR), while the AOBUI\_ENT (320) does not exist when the stream of the AOB to be designated has the constant bit rate (CBR). That is, the AOBUI has the structure of the AOBUI (350) in the case of the constant bit rate (CBR). Thus, the AOBUI has two kinds of table structures. The one of the table structures is referenced when the audio object has the variable bit rate, and the other is referenced when the audio object has the constant bit rate method.

**[0082]** AOBUI\_GI (AOB unit general information) 360 to be header information includes AOBUI\_PB\_TM (AOB unit playback time length) 361, AOBUI\_SZ (AOB unit size) 362, L\_AOBUI\_PB\_TM (last AOB unit playback time length) 363, L\_AOBUI\_SZ (last AOB unit size) 364, AOBUI\_ENT\_Ns (number of AOB unit entries) 365, and AOB\_SA (AOB start

address) 366. Respective fields are as follows.

[0083] AOBU\_PB\_TM (AOB unit playback time length) 361 records a playback duration for one unit which is common to each unit excluding the last AOB unit in the AOB. It is noted that the playback time lengths of the AOB units other than the last AOB unit in the AOB have a predetermined value indicated by this field. In other words, the value indicates the time precision of the map information. The disc reproducing apparatus can give access to the partial interval of the AOB with this precision.

[0084] AOBU\_SZ (AOB unit size) 362 records the size of the AOB unit. In the case where an audio stream included in the AOB to be designated is audio data with the VBR (variable bit rate), the size of each AOB unit is not constant, and thus 0 is therefore recorded to the AOBU\_SZ (362).

[0085] L\_AOBU\_PB\_TM (last AOB unit playback time length) 363 stores the playback time length (duration) of the last AOB unit in the AOB. The playback duration of the AOB is not always a multiple of a constant AOB unit playback duration. In such a case, adjustment is performed with the playback time length of the last AOB unit. L\_AOBU\_PB\_TM (363) stores the playback duration of this last AOB unit.

[0086] L\_AOBU\_SZ (last AOB unit size) 364 stores the size of the last AOB unit in the AOB. As described above, since the last AOB unit does not always have constant playback duration, recording size is not fixed. In a case where the audio stream included in AOB is audio stream with VBR (variable bit rate), 0 is recorded to this field same as AOBU\_SZ (364).

[0087] AOBU\_ENT\_Ns (number of AOB unit entries) 365 stores the number of AOB unit entry fields (AOBU\_ENT) described below. In the case in which a audio stream included in the AOB is audio data with the CBR (constant bit rate) system, the conversion from a time stamp to an address can be carried out without the use of the AOBU\_ENT because the playback duration and sizes of all other AOBUs except for the last AOBU in the AOB are the same. Thus, AOBU\_ENT is not recorded in the CBR format, and 0 is recorded to the AOBU\_ENT\_Ns.

[0088] AOB\_SA (AOB start address) 366 stores the offset value of the address in the head AV file of the AOB.

[0089] Next, AOBU\_ENT (AOBU entry) 370 is described.

[0090] AOBU\_ENT (AOBU entry) 370 stores AOBU\_SZ (AOBU size) 371 indicative of the data amount of the corresponding AOBU, as shown in Fig. 30. To calculate a sector address corresponding to a time stamp to be accessed, the data amount from the head of the AOB can be calculated by summing up sequentially AOBU\_SZ from the head of AOBU\_ENT to the AOBU\_ENT to which the time stamp corresponds. Then address information corresponding to a desirable time stamp can be obtained by adding the data amount thus calculated to the head sector address of the AOB.

#### 1.4 Management Information File

[0091] AOBI (AOB information) described above is stored in the management information file "AR\_MANGR.IFO" 20. Other fields included in the management information file "AR\_MANGR.IFO" 20 is described below with reference to Figs. 18 to 44.

"RTR\_AMG" (Fig. 18)

[0092] Management information referred to as RTR\_AMG (real time recording audio management) is recorded in the AR\_MANGR.IFO file. The RTR\_AMG comprises six tables of RTR\_AMGI, A\_AVFIT, ORG\_PGCI, UD\_PGCIT, TXTDT\_MG and MNFIT.

[0093] The RTR\_AMGI stores the management information related to the whole directory of DVD-RTAV such as a pointer to a succeeding table and the like. Moreover, A\_AVFIT stores attribute information related to a coding mode, an audio file, a still picture file or the like. Furthermore, ORG\_PGCI and UD\_PGCIT store information related to a reproducing path for AOB comprised in the audio file and ASVOB comprised in the still picture file. TXTDT\_MG stores management information related to a text and the MNFIT stores original definition information determined separately by the manufacture of the audio recorder.

[0094] Next, the details of each table comprised in the RTR\_AMG is described.

##### 1.4.1 RTR\_AMGI table

[0095] RTR\_AMGI (real time recording audio management information) is the first table of the management information RTR\_AMG and comprises AMGI\_MAT and PL\_SRPT.

[0096] First of all, the AMGI\_MAT including in RTR\_AMGI is described.

[0097] AMGI\_MAT (audio management information management table) of the RTR\_AMGI stores, as information related to whole disc, AMG\_ID, RTR\_AMG\_EA, AMGI\_EA, VERN, TM\_ZONE, CHRS, RSM\_MRKI, DISC\_REP\_PICTI, DISC\_REP\_NM, A\_AVFIT\_SA, UD\_PGCIT\_SA, ORG\_PGCI\_SA, TXTDT\_MG\_SA and MNFIT\_SA, as shown in Fig.

19.

**[0098]** AMG\_ID as the first information stores an audio management identifier. In the present invention, an identifier "DVD\_RTR\_AMG0" indicating that audio recording data are recorded is recorded in this disc.

**[0099]** RTR\_AMG\_EA as the second information stores an end address for RTR\_AMG.

5 **[0100]** AMGI\_EA as the third information records an end address for AMGI.

**[0101]** VERN as the fourth information records the version number of a recording format for the audio recording data in accordance with a format shown in Fig. 20A.

10 **[0102]** TM\_ZONE as the fifth information records a time zone to be used by full time and date information recorded in the disc in a format shown in Fig. 20B. TM\_ZONE comprises TZ\_TY (time zone type) indicating whether the Greenwich mean time which is a universal time or a local standard time is used for the reference of the date and time information, and TZ\_OFFSET (time zone offset) for recording a time difference from the Greenwich mean time.

**[0103]** CHRS as the sixth information records a character set code for a primary text which is described below.

15 **[0104]** RSM\_MRKI as the seventh information records resume information for starting playback from a point at which a user suspends the playback, in a format shown in Fig. 21. As shown in Fig. 21, RSM\_MRKI comprises PGC number, PG number, a cell number, MRK\_PT and MRK\_TM, which are related to the point at which playback is suspended. MRK\_PT indicates the location in the cell in a PTM description format (Fig. 24) which is described below. MRK\_TM indicates a time at which resume marker information is created in a description format shown in Fig. 23.

**[0105]** DISC\_REP\_PICTI as the eighth information records disc representative still picture information.

20 **[0106]** DISC\_REP\_NM as the ninth information records text information indicative of the contents of the disc. The text information comprises a field for an ASCII code and a field for a character code set specified by the above mentioned CHRS.

**[0107]** A\_AVFIT\_SA as the tenth information records the start address of A\_AVFIT. UD\_PGCIT\_SA as the eleventh information records the start address of UD\_PGCIT. ORG\_PGCI\_SA as the twelfth information records the start address of ORG\_PGCI. TXTDT\_MG\_SA as the thirteenth information records the start address of TXTDT\_MG. 25 MNFIT\_SA as the fourteenth information records the start address of MNFIT.

**[0108]** A player and a recorder can obtain rough structure information of the disc by first reading the AMGI\_MAT.

**[0109]** Next, PL\_SRPT composing the RTR\_AMGI is described.

**[0110]** PL\_SRPT (play list search pointer table) of RTR\_AMGI stores access information to each play list. RTR\_AMGI has a table comprising PL\_SRPTI and n PL\_SRP as shown in Fig. 22.

30 **[0111]** PL\_SRPTI (play list search pointer table information) stores PL\_SRP\_Ns indicative of the number of the PL\_SRP and PL\_SRPT\_EA indicative of the end address of PL\_SRPT in order to give access to the PL\_SRP. Moreover, PL\_SRP (play list search pointer) stores six information of PL\_TY (play list type), PGCN (PGC number), PL\_CREATE\_TM (play list recording date and time), PRM\_TXTI (primary text information), IT\_TXT\_SRP (IT\_TXT\_SRP number) and REP\_PICTI (representative still picture information).

35 **[0112]** PL\_SRP (play list search pointer) which is the first information stores the following information for giving access to the user defined PGC to be the actual data of the play list.

**[0113]** PL\_TY (play list type) which is the second information stores any of the following information as a value for identifying the type of the play list in accordance with the format described in Fig. 23.

40 1000b : only audio data (including a still picture which is displayed together with the audio data)

**[0114]** PGCN (PGC number) which is the third information stores the number of the PGC corresponding to the play list. The PGC number indicates the recording order of the PGC information in UD\_PGCIT which is described below.

45 **[0115]** The PL\_CREATE\_TM (play list recording date and time) which is the fourth information stores date and time when the play list is created in accordance with the description format shown in Fig. 23.

**[0116]** PRM\_TXTI (primary text information) which is the fifth information is used to record text information indicative of the contents of the play list. For example, when a television program is recorded, the name of the program is recorded to this field. Moreover, the primary text information comprises a field for the ASCII code and a field for a character code set specified by the CHRS which is described above.

50 **[0117]** IT\_TXT\_SRP (IT\_TXT\_SRP number) which is the sixth information is used to record the number of the IT\_TXT\_SRP as link information to the IT\_TXT which is recorded in the TXTDT\_MG when information indicative of the contents of the play list is optionally recorded as the IT\_TXT in addition to the above-mentioned primary text. The IT\_TXT\_SRP number indicates a recording order in the TXTDT\_MG which is described below.

55 **[0118]** REP\_PICTI (representative still picture information) which is the seventh information describes the information of a still picture which is representative of the play list.

## 1.4.2 A\_AVFIT Table

[0119] A\_AVFIT is the second table of the management information RTR\_AMG.

[0120] A\_AVFIT (audio AV file information table) is used to record management information corresponding to an audio file "AR\_AUDIO.ARO" and an audio still video file "AR\_STILL.ARO", respectively.

[0121] A\_AVFIT which is header information, AUD\_STI which is the management information of a stream included in the audio file and AUDFI which is the management information included in the audio file are recorded as the management information for the audio file.

[0122] Moreover, ASV\_STI and ASVFI are recorded as the management information for the audio still video file.

[0123] First of all, the A\_AVFIT which is the header information is described.

[0124] A\_AVFIT (audio AV file information table information) is the header information. As shown in Fig. 26, information necessary for giving access to the AUD\_STI, AUDFI, ASV\_STI and ASVFI to be succeeding information are recorded.

[0125] More specifically, six information of AUDFI\_Ns, ASVFI\_Ns, AUD\_STI\_Ns, AUD\_STI\_Ns, ASV\_STI\_Ns and A\_AVFI\_EA are recorded.

[0126] AUDFI\_Ns (number of audio file information) which is the first information holds "0" or "1" as the number of AUDFIs. This value also corresponds to the number of audio files, that is, the presence of the AR\_AUDIO.ARO file.

[0127] ASVFI\_Ns (number of ASV file information) which is the second information holds "0" or "1" as the ASVFI number. This value also corresponds to the number of audio still video files, that is, the presence of the AR\_STILL.ARO file.

[0128] AUD\_STI\_Ns (number of audio object stream information) which is the third information holds the number of AUD\_STIs entries which are described below.

[0129] ASV\_STI\_Ns (number of audio still video stream information) which is the fourth information records the number of ASV\_STI entries which are described below.

[0130] A\_AVFI\_EA (audio AV file information end address) which is the fifth information records the end address of the A\_AVFI which is described below.

[0131] Next, the AUD\_STI which is the management information of the streams included in the audio file is described.

[0132] AUD\_STI indicates the attribute of a stream included in the AOB composing the audio file, in a format shown in Fig. 25. AUD\_STI is present by the number of the streams included in the AOB. The audio file comprises one or more AOBs. The structure of the stream is common in each of the AOBs. Therefore, the AUD\_STI stores one set of information which is common in all the AOBs.

[0133] AUD\_STI (audio stream information) comprises the A\_ATR and TXT\_ATR. The A\_ATR describes the attribute information of the audio data recorded in the AOB, and the TXT\_ATR describes the attribute information of the text recorded in the AOB.

[0134] A\_ATR of AUD\_STI (audio stream information) records the five attributes of audio data including Audio coding mode, Quantization / DRC, fs, Number of Audio channels and Bitrate in accordance with a format shown in Fig. 26.

[0135] As the first audio attribute "Audio coding mode", any one of the following values for identifying the coding mode of the audio data are recorded.

- 000b : Dolby AC-3
- 001b : MPEG audio having no extended stream
- 010b : MPEG audio having extended stream
- 011b : linear PCM
- 100b : MLP
- 101b : AAC
- 110b : ADPCM

[0136] The linear PCM is a non-compressed coding mode, and the others are compressed coding modes. In the compressed coding mode, the Dolby AC-3, the MPEG audio having no extended stream and the MPEG audio having extended stream are compressed at the constant bit rate (CBR), and the MLP is compressed at the variable bit rate (VBR).

[0137] As the second audio attribute "Quantization/DRC", DRC (dynamic range control) is recorded when the MPEG audio is used, or a value for identifying Quantization is recorded when the LPCM audio is used.

[0138] During the use of the MPEG audio, any one of the following values is recorded as a value for identifying the presence of the DRC (dynamic range control) information.

- 00b : DRC data are not included in the MPEG stream.

01b : DRC data are included in the MPEG stream.

**[0139]** Moreover, during the use of the LPCM audio, any one of the following values for identifying the Quantization is recorded.

5

00b : 16 bits  
01b : 20 bits  
10b : 24 bits

10 **[0140]** As the third audio attribute "fs", the following values for identifying a sampling frequency are recorded.

00b : 48 Khz  
01b : 96 Khz  
10b : 192 Khz

15

**[0141]** As the fourth audio attribute "Number of Audio channels", any one of the following values for identifying the number of audio channels is recorded.

0000b : 1 channel (monoral)  
20 0001b : 2 channels (stereo)  
0010b : 3 channels  
0011b : 4 channels  
0100b : 5 channels  
0101b : 6 channels

25

**[0142]** As the fifth audio attribute "Bitrate", any one of the following values for identifying the bit rate is recorded.

0000 0001b : 64 kbps  
0000 0010b : 89 kbps  
30 0000 0011b : 96 kbps  
0000 0100b : 112 kbps  
0000 0101b : 128 kbps  
0000 0110b : 160 kbps  
0000 0111b : 192 kbps  
35 0000 1000b : 224 kbps  
0000 1001b : 256 kbps  
0000 1010b : 320 kbps  
0000 1011b : 384 kbps  
0000 1100b : 448 kbps  
40 0000 1101b : 768 kbps  
0000 1110b : 1536 kbps

**[0143]** In the case in which the corresponding audio stream is the MPEG audio stream having an extended stream, only the bit rate of a basic stream except for the extended stream is recorded. The reason is why the extended stream cannot be represented with the above-mentioned constant bit stream because compression is carried out using the variable bit rate method.

**[0144]** TXT\_ATR of AUD\_STI (audio stream information) describes the attribute information of two texts including validity and CHRS in accordance with a format shown in Fig. 26.

**[0145]** As the first text attribute "validity", a value indicating whether the text information is described in the RTI\_PCK is recorded in the following manner.

0b : RTI\_PCK has no valid text information.  
1b : RTI\_PCK has valid text information.

55 **[0146]** As the second text attribute "CHRS", any of the following values for identifying the character code of the text information recorded in the RTI\_PCK is recorded.

00h : ISO/IEC 646 : 1983 (ASCII)

11h : ISO 8859-1 : 1987

15h : Music Shift JIS

5 [0147] Next, description is given to the AUDFI indicative of respective management information of one or more AOBs included in the audio file.

[0148] AUDFI (audio file information) comprises information necessary for giving access to the AOB which includes AUDFI\_GI, AOB\_SRP and AOB\_I in a format shown in Fig. 27.

10 [0149] AOB\_I is the management information exists as many as the number of AOBs composing the audio file. AOB\_SRP is pointer information to AOB\_I, and the start address of the corresponding AOB\_I is indicated as AOB\_I\_SA. Furthermore, AUDFI\_GI indicates the number of AOB\_SRPs.

[0150] The details of a data structure for AOB\_I is described below.

[0151] AOB\_I comprises AOB\_GI which is general information, and AOBUI which is map information as shown in Fig. 27.

15 [0152] AOB\_GI (AOB general information) records the following seven information as the general information of the AOB.

[0153] AOB\_TY (AOB type) which is the first general information records TE and MT\_FLG in accordance with a format shown in Fig. 28.

[0154] TE records any of the following values for identifying the state of the AOB.

20 0b : normal state

1b : temporary erasing state

[0155] Moreover, MT\_FLG records any of the following values for identifying that the AOB is reproduced without sound snatches from the last AOB.

25 0b : A soundless interval might be inserted after the reproduction of the last AOB is ended and before the reproduction of the AOB is started.

1b : A soundless interval should not be inserted after the reproduction of the last AOB is ended and before the reproduction of the AOB is started.

30 [0156] AOB\_REC\_TM (AOB recording time and date) which is the second general information holds the time and date when the AOB is recorded in the same format as that of the PL\_CREATE\_TM shown in Fig. 23. It is important that the recording time and date represents the recording time and date as to the presented audio frame in the head of the AOB, and that the AOB\_REC\_TM should also be modified when the AOB head audio frame is replaced through edit or partial erasure.

35 [0157] AOB\_REC\_TM\_SUB which is the third general information (AOB recording time and date difference information) is a field storing information for absorbing the error of the AOB\_REC\_TM which is to be modified when the AOB head audio frame is replaced through the edit or partial erasure on the AOB. AOB\_REC\_TM has only information year, month, day, hour, minute and second as shown in Fig. 23. Therefore, if the edit or the erasure is carried out with frame or field precision, sufficient recording precision cannot be obtained with only the AOB\_REC\_TM. Therefore, a fraction is recorded by using this field.

[0158] AUD\_STIN (AUD\_STI number) number which is the fourth general information records the AUD\_STI number corresponding to AOB. AUD\_STI number described herein indicates a recording order in the above-mentioned AUD\_STI table.

45 [0159] AOB\_A\_S\_PTM (AOB audio start PTM) which is the fifth general information records the presentation start time of the AOB in the same reference time as the time stamp in the stream.

[0160] AOB\_A\_E\_PTM (AOB audio end PTM) which is the sixth general information records the presentation end time of the AOB in the same reference time as the time stamp in the stream. It should be noted that while the time stamp in the stream indicates the presentation start time of the frame, the AOB\_A\_E\_PTM holds the presentation end time, that is, a time obtained by adding the frame presentation period to the presentation start time of the frame.

50 [0161] SCR\_DIFF (SCR difference) which is seventh general information describes a value obtained as the following calculation in AOB in question and AOB adjacent before the AOB in question.

$$\text{SCR\_Diff} = ((\text{P\_PTS} + \text{PTS1}) - (\text{P\_SCR} + \text{SCR1})) - (\text{S\_PTS} - \text{S\_SCR})$$

55 P\_PTS : PTS of the final audio frame of the adjacent-before AOB

P\_SCR : SCR of the final pack of the adjacent-before AOB

S\_PTS : PTS of the first audio frame of the AOB in question

S\_SCR : SCR of the first pack of the AOB in question

PTS1 : the playback time length of one audio frame

SCR1 : the time required for reading one pack

5 [0162] Since the AOBUI has been described in (1.3.2), explanation thereof is omitted.

"ASV\_STI" (Fig. 25)

[0163] This is described in a second embodiment.

10 "ASVFI" (Fig. 25)

[0164] This is described in the second embodiment.

15 "UD\_PGCIT" (Fig. 31)

[0165] UD\_PGCIT (user defined PGC information table) comprises UD\_PGCITI, UD\_PGCI\_SRP and UD\_PGCI.

"UD\_PGCITI" (Fig. 31)

20 [0166] UD\_PGCITI (user defined PGC information table information) records the following information comprised in the user defined PGC information table.

UD\_PGCI\_SRP\_NS (number of user defined PGC information search pointers)

25 [0167] number of UD\_PGCI\_SRP is recorded.

UD\_PGCI\_EA (user defined PGC information table end address)

30 [0168] The end address of the UD\_PGCIT is recorded.

"UD\_PGCI\_SRP (Fig. 31)"

[0169] The UD\_PGCI\_SRP (user defined PGC information search pointer) records UD\_PGCI\_SA.

35 UD\_PGCI\_SA (user defined PGC information start address)

[0170] UD\_PGCI\_SA records the start address of the UD\_PGCI. Seeking till an address in which the PGCI is recorded allows accessing to the PGCI.

40 "UD\_PGCI" (Fig. 31)

[0171] The details of the UD\_PGCI (user defined PGC information) is described in the following PGCI.

45 "ORG\_PGCI" (Fig. 18)

[0172] The details of the ORG\_PGCI (original PGC information) is described in the following PGCI.

"TXTDT\_MG" (Fig. 18)

50 [0173] This is described in the second embodiment.

"PGCI" (Fig. 32)

55 [0174] PGCI (PGC information) has a data structure common to the ORG\_PGCI and UD\_PGCI, and comprises PGC\_GI, PGI, CI\_SRP and CI.

"PGC\_GI" (Fig. 32)

[0175] PGC\_GI (PGC general information) comprises PG\_Ns and CI\_SRP\_Ns as PGC general information. Individual fields are as follows.

PG\_Ns (number of programs)

[0176] The number of programs in the PGC is recorded. In the case of the user defined PGC, there no program. Therefore, " 0 " is recorded in this field.

GI\_SRP\_Ns (number of GI\_SRP's)

[0177] The number of GI\_SRP's which is described below is recorded.

"PGI" (Fig. 32)

[0178] The PGI (program information) comprises PG\_TY, C\_Ns, PRM\_TXTI, IT\_TXT\_SRPN, and REP\_PICTI. Individual fields are as follows.

PG\_TY (program type)

[0179] The following information indicative of the state of this program is recorded by using a format shown in Fig. 33.

Protect (protect)

[0180]

0b : normal state

1b : protecting state

C\_NS (cell number)

[0181] The number of cells in this program is described.

PRM\_TXTI(primary text information)

[0182] Text information indicative of the contents of this program is recorded. The details are the same as those of the above-mentioned PPM\_TXT.

IT\_TXT\_SRPN (IT\_TXT\_SRP number)

[0183] This is described in the second embodiment.

REP\_PICTI (representative still picture information)

[0184] This is described in the second embodiment.

"CI\_SRP" (Fig. 34)

[0185] CI\_SRP (cell information search pointer) records address information for giving access to the cell information.

CI\_SA (cell information start address)

[0186] The start address of this cell information is recorded. To access to this cell, seek should be carried out till this address.



"CI" (Fig. 34)

[0187] The CI (cell information) comprises C\_GI and C\_EPI.

5 "C\_GI" (Fig. 34)

[0188] C\_GI (cell general information) has the following basic information comprised in the cell.

C\_TY (cell type)

10 [0189] The following information for identifying an audio cell is recorded in a format shown in Fig. 35.

C\_TY1

15 [0190]

010b : audio cell

AOBI\_SRPN (AOB information search pointer number)

20 [0191] The search pointer number of the AOB information to which this cell corresponds is recorded. When accessing to stream data to which this cell corresponds, access is first given to the AOB information search pointer number indicated by this field.

25 ASVUI\_SRPN (ASV unit information search pointer number)

[0192] This is described in the second embodiment.

ASV\_DMOD (ASV display mode)

30 [0193] This is described in the second embodiment.

C\_EPI\_Ns (number of cell entry point information)

35 [0194] This is described in the second embodiment.

C\_A\_S\_PTM (cell audio start time)

[0195] The playback start time of this cell is recorded in the format shown in Fig. 24.

40 C\_A\_E\_PTM (cell audio end time)

[0196] The playback end time of this cell is recorded in the format shown in Fig. 24. By using the C\_A\_S\_PTM and the C\_A\_E\_PTM, the valid interval of the cell in the AOB to which the cell corresponds is specified.

45 "C\_EPI" (Fig. 34)

[0197] This is described in the second embodiment.

50 1.5 DVD Decoder

1.5.1 Structure of DVD Recorder

[0198] Fig. 14 shows the structure of a DVD recorder for recording and reproducing data for the optical disc according to the present invention. The DVD recorder comprises a user interface section 2601 for displaying to a user and accepting a request from the user, a system controller 2602 for managing and controlling the operation of each component of the apparatus, an input section 2603 for inputting video and audio data which includes an AD converter, and encoder 2604, an output section 2605 for outputting the video and audio signal, a decoder 2606 for decoding an MPEG

stream, a track buffer 2607, and a drive 2608 for reading/writing data from/to the optical disc.

#### 1.5.2 Reproducing Operation of DVD Recorder

5 [0199] Data on the DVD-RAM which are recorded by the DVD recorder are read to be reproduced. The reproducing operation is described below.

[0200] The DVD recorder first reads an AR\_MANGR.IFO file storing management information recorded in the ROOT directory of an optical disc 10 upon receipt of request to start reproduction from the user through the user interface section 1601. The system controller 2602 loads the contents of the read AR\_MANGR.IFO file into an internal  
10 memory. Next, the system controller 2602 checks AMG\_ID and VERN in the AMGI\_MAT shown in Fig. 6. In case that different information from the information which should originally been stored in these information has been recorded, the system controller 2602 decides that the disc cannot be reproduced by the DVD recorder and does not carry out the reproduction.

[0201] Next, the system controller accesses the ORG\_PGCI with reference to the ORG\_PGCI\_SA. Since the ORG  
15 PGCI\_SA stores the recording position of the ORG\_PGCI, the ORG\_PGCI can be referred by referring to a specified address in the management information which has previously been read.

#### 1.5.3 Reproducing (playback) Operation in accordance with PGCI

20 [0202] The system controller 2602 reproduces a series of audio data by referring to the PGCI. The operation to be carried out for the reproduction using the PGCI is described below.

[0203] First of all, the system controller 2602 refers to the PG\_Ns described in the PGCI\_GI. The PG\_Ns describes the number of PGs which is coincident with number of PGIs included in the PGCI. The data length of the PGI is constant. Therefore, the number of PGs multiplied by the data length of the PGI can provide the data length of the whole  
25 PGI. Consequently, skipping PGCI\_GIs and PGIs which have constant lengths by data length of the PGI from the head of the PGCI can provide the head address of GI\_SRP. Moreover, the PGI describes the number of the cells included in the PG. There is a condition that one cell is always included in only one PG, and the description order of the information related to the cell is equal to description order of the PG included in the cell. Due to that condition, it is possible to access CI\_SRP corresponding to each PGI. Furthermore, CI\_SRP describes CI\_SA necessary to access the CI.  
30 Therefore based on this information, the system controller can refer to the CI. In the case of the UD\_PGCI, the PG\_Ns should be 0. Therefore, it is easier to acquire the head address of the CI\_SRP.

[0204] The system controller first refers to the first described CI information. CI comprises C\_GI and C\_EPI. ASVUI\_SRP included in the C\_GI is first referred. When 0 is described therein, a processing is not particularly carried out. On the other hand, when a value other than 0 is described, a processing of reading the ASVU (Audio Still Video  
35 Unit) is carried out.

#### 1.5.4 AOB Reproducing Processing

[0205] In the reproduction of AOB, temporarily storing in a buffer is not carried out in advance, which is different  
40 from the case of ASVU, but reading from the optical disc (medium) 10 is carried out to reproduce sequentially the read data. To do this, the system controller 2602 needs to determine a start position from which data is read and the end position to which reproduction is continued.

[0206] Therefore, AOBI\_SRP, C\_A\_S\_PT and C\_A\_E\_PTM in the C\_GI are used. The system controller 2602 first refers to the AUDFI stored in the memory. A processing necessary for referring to the AUDFI is the same as in the  
45 method used for referring to the ASVFI. After access is thus given to the AUDFI, AOBI\_SRP in the AUDFI is referenced. Herein, referenced is AOBI\_SRP having a number indicated by the AOBI\_SRP in a plurality of AOBI\_SRP. Since the AOBI\_SA is described therein, it is possible to refer to the AOBI. Next, the system controller 2602 refers to the C\_A\_S\_PTM, and determines based on this information an address from which reproduction is started in the AR\_AUDIO.ARO file.

50 [0207] With reference to a flowchart shown in Fig. 15, the data reproducing operation on the optical disc is specifically described.

[0208] First of all, the AOB to be reproduced and the reproducing interval of the AOB are specified for the system controller 2602 by the user through the user interface 2601 (Step S11). The AOB to be reproduced and the reproducing interval of the AOB may be specified in accordance with the PGCI. The system controller 2602 decides whether the  
55 coding mode of the specified AOB is a constant bit rate system or a variable bit rate system (Step S12). It is possible to decide coding mode by referring to Audio Coding Mode (Fig. 25 and Fig. 26) of the A\_ATR. Next, the table structure of the AOBUI is decided according to the coding mode of the AOB (Step S13). More specifically, in the case in which the coding mode is the variable bit rate mode, it is decided that the AOBUI is AOBUI (350) having such a table structure as

to have entries shown in Fig. 12. In the case in which the coding mode is the constant bit rate mode, it is decided that the AOBUI is AOBUI350' having such a table structure as to have no entry. In accordance with the table of the AOBUI thus decided, information necessary for a unit size or the like is read from the AOBUI and a start address on the disc 10 of the audio data is determined (Step S14). The system controller 2602 controls the drive 2608 to read data from the obtained start address. The read data are reproduced through the decoder 2606 and the output section 2605 (Step S15).

[0209] With reference to a flowchart shown in Fig. 16, the method of determining a start address at the Step S14 is specifically described.

[0210] First of all, the number of the AOBUI comprised in the AOB to be reproduced is obtained (Step S141). More specifically, A difference between the C\_A\_S\_PTM (cell audio start time) and the AOB\_A\_S\_PTM (AOB audio start PTM) described in the AOB\_GI is calculated. The difference thus calculated is divided by the AOBU\_PB\_TM (AOB unit playback time length) described in the AOBUI\_GI. The quotient thus obtained is set to the number of the AOBUIs (AOBU\_Ns).

[0211] Next, the reading start address of the audio data is obtained by a method corresponding to the coding mode of the audio data included in the AOB to be processed, in accordance with the result of the decision at the step S12 (steps S142 to S144).

[0212] In the case where the coding mode of the audio data is the variable bit rate mode, the data size of each AOBUI comprised in the AOB to be reproduced is obtained, each data size thus obtained is summed and the offset address value of the AOB to be reproduced is added to the summed value. Thus, the start address (SA) is obtained (Step S143). More specifically, the sizes of the first AOBUI to AOBUI placed in AOBUI\_Ns-th are read and summed. In other words, by referring to the AOBUI (350) (Fig. 29) having the structure of the variable bit rate mode, summed are the values of the AOBUI\_SZ (371) (Fig. 30) from the first AOBUI\_SZ to the AOBUI\_Ns-th AOBUI\_SZ in AOBUI\_ENT #n (n = 1, 2, 3 ...) 370 described in the AOBUI. A value obtained by adding the summed value to the value of the offset address (AOB\_SA (366)) of the AOB is the start address of the AOBUI including the C\_A\_S\_PTM.

[0213] In the case in which the coding mode of the audio data is the constant bit rate mode, the data size of a unit which is common to each unit other than the last unit is obtained. The obtained data size is multiplied by the number (AOBU\_Ns) of the units comprised in the AOB to be reproduced. The offset address value of the AOB to be reproduced is added to the multiplied value to obtain the start address (Step S144). More specifically, by referring to the AOBUI (350') (Fig. 29) having the structure of the constant bit rate mode, the AOBUI\_Ns obtained previously is multiplied by the AOBUI\_SZ (362) described in the AOBUI\_GI. The AOBUI\_SA (366) is added to a value thus obtained by the multiplication. A value thus obtained is the start address of the AOBUI including the C\_A\_S\_PTM to be desired. As described above, the address from which the reproduction is to be started can be obtained.

[0214] When the reproduction is started at the start address of the AOBUI thus obtained, a temporal error of which maximum size is equal to size of the AOBUI\_PB\_TM is generated. In order to avoid the generation of the error, it is necessary to skip audio frames corresponding to the error between the head PTS of the AOBUI to the C\_A\_S\_PTM to reproduce data.

[0215] It is possible to accurately determine the reproducing start point of the AOB by the above-mentioned method. Similarly, it is also possible to the reproduction end point of the AOB by using the C\_A\_E\_PTM. Data are read sequentially from the obtained reproduction start address to the obtained reproduction end address to be sequentially sent to the audio output section. The audio output section 2605 receives these data and determines the attribute of the received data based on the information of the AUD\_STI passed from the system controller 1602 to reproduce the data. A method of acquiring the AUD\_STI is the same as the method used for the acquirement of the ASV\_STI.

#### 1.5.5 AOB Recording Processing

[0216] With reference to a flowchart shown in Fig. 17, a processing of recording the AOB on the optical disc is described.

[0217] First of all, audio data to be recorded on the optical disc 10 are input through the input section 2603 (Step S22). The system controller 2602 decides whether or not the input audio data are analog data (Step S22). When the input data are the analog data, a coding mode is input through the user interface 2601 (Step S23). The system controller 2602 notifies the encoder 2604 of the information about the coding mode, and the encoder 2604 encodes the input audio data according to the coding mode (Step S24). The audio data thus encoded (or the input audio data when the data are not encoded) are temporarily stored in the track buffer 2607 before written to the disc 10. Next, the system controller 2602 decides whether the coding mode of the audio data is a coding mode at the variable bit rate (VBR) or a coding mode at the constant bit rate (CBR) (Step S25).

[0218] When the coding mode is the variable bit rate coding mode, map information having the table structure for the variable bit rate mode, that is, the AOBUI is created (Step S26). In other words, created is the AOBUI (350) for the variable bit rate mode shown in Fig. 29, in which the data size of AOB unit is recorded for each AOB unit comprised in

the audio data. In the AOBUI (350) for the variable bit rate mode, the data size of each unit is recorded in the AOBUI\_SZ (371) (Fig. 30) of the AOBUI\_ENT #n (n=1,2,3,...), respectively. In the AOBUI\_GI (360), moreover, the playback time of the AOB is recorded in the AOBUI\_PB\_TM (361) and the start address of the AOBUI is recorded in the AOBUI\_SA (366).

[0219] On the other hand, when the coding mode is the constant bit rate coding mode, the AOBUI having the table structure for the constant bit rate mode is created (Step S29). More specifically, the AOBUI (350) for the constant bit rate mode shown in Fig. 29 is created. In the AOBUI (350) for the constant bit rate mode, the data size of the last unit in the units comprised in the audio data is recorded in the L\_AOBUI\_SZ (364), and the unit data size which is common to sizes of the units other than the last unit is recorded in the AOBUI\_SZ (362). At this time, in the AOBUI\_GI, the playback time of the first AOB unit is recorded in the AOBUI\_PB\_TM (361), the playback time of the last AOB unit is recorded in the L\_AOBUI\_PB\_TM (363), and the start address of the AOBUI is recorded in the AOBUI\_SA (366).

[0220] Then, the system controller 2602 controls the drive 2608 to record the coded audio data and the created AOBUI and the like in the disc 10 (Step S27, S28).

(Second Embodiment)

[0221] In the present embodiment, a home audio recorder is described, to which the present invention is applied. The physical structure and logical structure of the optical disc and AV data in the present embodiment are the same as those in the first embodiment.

## 2.1 Management Information File

[0222] With reference to Figs. 36 to 45 and Figs. 18 to 35 used for the description of the first embodiment, the contents of management information file "AR\_MANGR.IFO" is described below.

"RTR\_AMG" (Fig. 18)

[0223] This is the same as that in the first embodiment.

"RTR\_AMGI" (Fig. 19)

[0224] This is the same as that in the first embodiment.

"AMGI\_MAT" (Fig. 19)

[0225]

AMG\_ID (audio management identifier)  
RTR\_AMG\_EA (RTR\_AMG end address)  
AMGI\_EA (AMGI end address)  
VERN (version number)  
TM\_ZONE (time zone)  
CHRS (character set code for primary text)  
RSM\_MRKI (resume marker information)

[0226] These are the same as those in the first embodiment.

DISC\_REP\_PICTI (disc representative still picture information)

[0227] This field records information about a still picture which is used, as a representative still picture of the disc, when the contents of the disc are presented through a menu or the like. As shown in Fig. 21, the field comprises an ASVU number (ASVUN), an ASVOB number (ASVOBN) and DISC\_REP\_PICT\_CREATE\_TM in which the still picture is recorded. The DISC\_REP\_PICT\_CREATE\_TM indicates a time at which the still picture to be designated is created, and has a description format shown in Fig. 23B.

DISC\_REP\_NM (disc representative name)  
A\_AVFIT\_SA (A\_AVFIT start address)  
UD\_PGCIT\_SA (UD\_PGCIT start address)  
ORG\_PGCI\_SA (ORG\_PGCI start address)

TXTDT\_MG\_SA (TXTDT\_MG start address) and  
MNFIT\_SA (MNFIT start address)

are the same as those in the first embodiment.

"PL\_SRPT" (Fig. 22)

[0228] This is the same as that in the first embodiment.

"PL\_SRPTI" (Fig. 22)

[0229] This is the same as that in the first embodiment.

"PL\_SRP" (Fig. 22)

[0230] This is the same as that in the first embodiment except for REP\_PICTI.

"REP\_PICTI" (Fig. 22)

[0231] The REP\_PICTI records the following information indicative of the position of the representative still picture.

ASVUN (ASV number)

[0232] An ASVU number including the representative still picture is recorded. The ASVU number indicates a recording order in an AR\_STILL.ARO file.

ASVOBN (ASVOB number)

[0233] An ASVOB number including the representative still picture is recorded. The ASVOB number indicates a recording order in the ASV.

"A\_AVFIT" (Fig. 25)

[0234] This is the same as that in the first embodiment and ASV\_STI and ASVFI is described in detail.

"A\_AVFITI" (Fig. 26),  
"AUD\_STI" (Fig 25),  
"AUDFI" (Fig. 27),  
"AUDFI\_GI" (Fig. 27),  
"AOBI\_SRP" (Fig 27),  
"AOBI" (Fig. 27),  
"AOB\_GI" (Fig. 27),  
"AOBUI" (Fig. 29),  
"AOBU\_GI" (Fig. 29) and  
"AOBU\_ENT" (Fig. 30)

These are the same as those in the first embodiment.

"ASV\_STI" (Fig. 25)

[0235] The ASV\_STI (ASV stream information) records the following information as ASV stream information.

V\_ATR (video attribute)

[0236] The following video attribute information is recorded in accordance with a format shown in Fig. 36.

"Video compression mode"

[0237] Any of the following values for identifying a video compression mode is recorded.

5        00b : MPEG-1  
         01b : MPEG-2

"TV system"

10    [0238] Any of the following values for identifying a television system is recorded.

         00b : 525/60 (NTSC)  
         01b : 625/50 (PAL)

15    "Aspect ratio"

[0239] Any of the following values for identifying a resolution ratio is recorded.

         00b : 4 x 3  
20       01b : 16 x 9

"Video resolution"

[0240] Any of the following values for identifying a video resolution is recorded.

25       000b : 720 x 480 (NTSC), 720 x 576 (PAL)  
         001b : 704 x 480 (NTSC), 704 x 576 (PAL)  
         010b : 352 x 480 (NTSC), 352 x 576 (PAL)  
         011b : 352 x 240 (NTSC), 352 x 288 (PAL)

30       "ASVFI" (Fig. 25)

[0241] ASVFI (audio still video file information) comprises ASVFI\_GI, ASVUI\_SRP and ASVUI which are necessary to access ASVU.

35       "ASVFI\_GI" (Fig. 37)

[0242] ASVFI\_GI (audio still video file information general information) records ASVUI\_SRP\_Ns.

40    ASVUI\_SRP\_Ns (number of ASV unit search pointers)

[0243] The number of ASVUI\_SRP fields described below is recorded.

"ASVUI\_SRP" (Fig. 37)

45       [0244] ASVUI\_SRP (ASV unit information search pointer) records ASVUI\_SA.

[0245] ASVUI\_SA (ASV unit information start address) records the start address of ASVUI.

"ASVUI" (Fig. 37)

50       [0246] ASVUI (ASV unit information) comprises ASVU\_GI and ASVOB\_ENT which are the management information of ASVOB.

"ASVU\_GI" (Fig. 37)

55       [0247] ASVU\_GI (ASV unit general information) records the following information as the general information of the ASV unit.

ASVOB\_Ns (number of ASVOBs)

[0248] The number of ASVOBs in ASV unit is recorded, ASV\_STIN (ASV\_STI number)

5 [0249] The number of ASVOB\_STI recording the stream information of the ASVOB is recorded. The ASVOB\_STI number indicates a recording order in the above-mentioned ASVOB\_STI table.

FIRST\_ASVOB\_REC\_TM (head ASVOB picture recording date and time)

10 [0250] Information of video recording date and time of the head ASVOB in the ASV unit is recorded.

LAST\_ASVOB\_REC\_TM (final ASVOB video recording date and time)

[0251] Information of video recording date and time of the last ASVOB in the ASV unit is recorded.

15 ASVU\_SA (ASV unit start address)

[0252] The start address of the ASV unit in the AR\_STILL.ARO file is recorded.

"ASVOB\_ENT" (Fig. 38A)

20 [0253] ASVOB\_ENT (ASVOB entry) corresponds to each ASVOB in the ASV unit and comprises ASVOB\_ENT\_TY and ASVOB\_SZ. Each of those fields is as follows.

ASVOB\_ENT\_TY (ASVOB entry type)

25 [0254] The type information of ASVOB is recorded in a format shown in Fig. 38B.

TE

30 [0255] Any of the following values for identifying the state of ASVOB is recorded.

0b : normal state

1b : temporary erasing state

35 ASVOB\_SZ (ASVOB size)

[0256] The data amount of the ASVOB is recorded.

"UD\_PGCIT" (Fig. 31)

40 [0257] This is the same as that in the first embodiment.

"UD\_PGCITI" (Fig. 31),

"UD\_PGCI\_SRP" (Fig. 31) and

45 "UD\_PGCI" (Fig. 31)

These are the same as those in the first embodiment.

"ORG\_PGCI" (Fig. 18)

50 [0258] This is the same as that in the first embodiment.

"TXTDT\_MG" (Fig. 18)

55 [0259] TXTDT\_MG (text data management) comprises TXTDTI, IT\_TXT\_SRP and IT\_TXT. Individual fields are as follows.

"TXTDIT" (Fig. 39)

[0260] TXTDIT (text data information) comprises CHRS, IT\_TXT\_SRP\_Ns and TXTDIT\_MG\_EA.

5 CHRS (character set code)

[0261] A character set code to be used for the IT\_TXT is recorded.

IT\_TXT\_SRP\_Ns (number of IT\_TXT search pointers)

10

[0262] The number of IT\_TXT\_SRP is recorded.

TXTDIT\_MG\_EA (text data management end address)

15 [0263] The end address of the TXTDIT\_MG is recorded. "IT\_TXT\_SRP" (Fig. 39)

[0264] The IT\_TXT\_SRP (IT\_TXT search pointer) records the following information as access information to the corresponding IT\_TXT.

IT\_TXT\_SA (IT\_TXT start address)

20

[0265] The start address of IT\_TXT is recorded. Seeking till this address allows IT\_TXT to be accessed.

IT\_TXT\_SZ (IT\_TXT size)

25 [0266] The data size of IT\_TXT is recorded. Reading data by this data size allows IT\_TXT to be read out.

"IT\_TXT" (Fig. 39)

[0267] IT\_TXT comprises at least one set of IDCD (identification code), TXT (text) corresponding to the IDCD and  
30 TMCD (termination code). If there is no TXT corresponding to the IDCD, IDCD and IMCD may make one set. IDCD is defined as follows.

Genre Code

35 [0268]

30h : movie

31h : music

32h : drama

40 33h : animation

34h : sports

35h : documentary

36h : news

37h : weather

45 38h : education

39h : hobby

3Ah : entertainment

3Bh : art (play, opera)

3Ch : shopping

50

Input Source Code

[0269]

55 60h : broadcasting station

61h : camcorder

62h : photograph

63h : memorandum



64h : others

"PGCI" (Fig. 32)

5 [0270] This is the same as that in the first embodiment, and detailed description for PGI and CI is further added.

"PGCI\_GI" (Fig. 34)

[0271] This is the same as that in the first embodiment.

10

"PGI" (Fig. 34)

[0272]

15

PG\_TY (program type)

C\_Ns (number of cells)

PPM\_TXTI (primary text information)

[0273] These are the same as those in the first embodiment.

20

IT\_TXT\_SPPN (IT\_TXT\_SRP number)

[0274] In the case in which information indicative of the contents of the program is optionally recorded as IT\_TXT in addition to the above-mentioned primary text, the number of IT\_TXT\_SRP recorded in TXTDT\_MG is recorded in this field.

25

REP\_PICTI (representative still picture information)

[0275] Static image information representative of the program is described. The details of the REP\_PICTI are the same as those of the REP\_PICTI of the PL\_SRPT described above.

30

"CI\_SRP" (Fig. 34)

[0276] This is the same as that in the first embodiment.

35

"CI" (Fig. 34)

[0277] CI (cell information) comprises C\_GI and C\_EPI.

40

"C\_GI" (Fig. 34)

[0278] C\_GI (cell general information) has the following basic information comprised in the cell.

C\_TY (cell type)

45

AOBI\_SRPN (AOB information search pointer number)

[0279] These are the same as those in the first embodiment.

50

ASVUI\_SRPN (ASV unit information search pointer number)

[0280] The search pointer number of the ASVU information to which the cell corresponds is recorded. When the cell accesses the corresponding stream data, ASVU information search pointer number indicated by the field is accessed first. If there is no corresponding ASVU, 0 is recorded.

55

ASV\_DMOD (ASV display mode)

[0281] The display timing mode and the display order mode of ASV in the cell are recorded in a format shown in

Fig. 40.

"Display Timing Mode"

5 [0282]

00b : slide show mode

01b : browsable mode

10 "Display Order Mode"

[0283]

00b : sequential

15 01b : random

10b : shuffle

C\_EPI\_Ns (cell entry point information number)

20 [0284] The number of entry points present in the cell is recorded.

C\_A\_S\_PTM (cell audio start time)

[0285] The reproduction start time of the cell is recorded in the format shown in Fig. 21.

25

C\_A\_E\_PTM (cell audio end time)

[0286] The reproduction end time of the cell is recorded in the format shown in Fig. 21. By using C\_A\_S\_PTM and C\_A\_E\_PTM, the valid interval of the cell in the AOB to which the cell corresponds is specified.

30

"C\_EPI" (Fig. 41 and Fig. 42)

[0287] The C\_EPI (cell entry point information) is classified into four types of type A, type B, type C and type D according to the purpose. The type A is used for specifying a place corresponding to the head of a music. The type B is used for specifying a switching point of Index in the music. The type C is used for specifying a spotlight portion which is a particularly characteristic interval in the music. The type D is used for relating audio data (AOB) to a still picture (ASV). Moreover, each type further has two subtypes. In each of types A1, B1, C1 and D1, a data area for the primary text to hold a name for the specified place is added. In the type A1, the primary text is mainly used for holding the name of the music. In the type B1, the primary text is mainly used for holding the name of an index. In the type C1, similarly, the primary text is used for the name of the spotlight. In the type D1, the primary text is used for, for example, the explanation of the still picture displayed in this position. The primary text is mainly set by a user. Therefore, the using method is left to the user.

40

"C\_EPI (type A)" (Fig. 41)

45

[0288] C\_EPI (type A) comprises the following information indicative of an entry point.

EP\_TY (entry point type)

50 [0289] The following information for identifying the type of the entry point is recorded in accordance with the format shown in Fig. 35.

EP\_TY1

55 [0290]

00b : The primary text is added.

01b : The primary text is not added.

EP\_TY2

[0291]

- 5 00b : type A
- 01b : type B
- 10b : type C
- 01b : type D

10 EP\_PTM (entry point time)

[0292] A time that the entry point is placed is recorded in accordance with the format shown in Fig. 24. In the cell of the type A, this value should be equal to that of C\_A\_S\_PTM of the cell.

15 PBM\_TXTI (primary text information)

[0293] In the type A1, the text information indicative of the contents of a place indicated by the entry point is recorded. The details are the same as those of the above-mentioned PBM\_TXTI.

20 "C\_EPI (type B)" (Fig. 41)

[0294] A\_C\_EPI (type B) has the following IDXN in addition to EP\_TY and EP\_PTM which are included in the type A. Moreover, the type B1 also has the PRI\_TXT in the same manner as the type A1.

25 IDXN (index number)

[0295] The number of an index indicated by the entry point is recorded.

"C\_EPI (type C)" (Fig. 41)

30

[0296] A\_C\_EPI (type C) has the following END\_PTM in addition to the EP\_TY and EP\_PTM included in the type A. Moreover, the type C1 also has the PRI\_TXT in the same manner as the type A1.

END\_PTM (end time)

35

[0297] The end time for the spotlight is recorded in accordance the format shown in Fig. 24. The start time of the spotlight is given with the EP\_PTM.

"C\_EPI (type D)" (Fig. 41)

40

[0298] A\_C\_EPI (type D) has the following ASVOB\_ENTN, S\_EFFECT, E\_EFFECT, MAX\_DUR, and MIN\_DUR in addition to the EP\_TY and EP\_PTM in the type A. With regard to the EP\_PTM, moreover, the format is identical and the using method is partially different. Furthermore, the type D1 also has the PRI\_TXT in the same manner as the type A1.

45

EP\_PTM (entry point time)

[0299] A time that the entry point is placed is recorded in accordance with the format shown in Fig. 24. When the Display Timing Mode of ASV\_DMOD of the corresponding cell is the browsable mode, a value indicative of 0 is recorded as the PTM.

50

ASVOB\_ENTN (ASVOB entry number)

[0300] The number of the ASVOB to be displayed at the timing indicated by the entry point is recorded. In the case in which the Display Order Mode of the ASV\_DMOD of the corresponding cell is random or a shuffle mode, 0 is recorded.

55

S\_EFFECT (start effect)

[0301] The kind and time of the effect on the start of the display of the ASVOB to be displayed at the timing of the entry point is recorded in accordance with a format shown in Fig. 44A. In the case in which the ASVOB has been displayed in the timing of the entry point, Start Effect Mode is also indicative of the effect for ending the display of the ASVOB which is being displayed. In the following table, the effect shown in parentheses indicates an effect for ending the display of the ASVOB which is being displayed.

Start Effect Mode

[0302]

0000b : Cut In (Cut Out)  
 0001b : Fade In (Fade Out)  
 0010b : Dissolve (Dissolve)  
 0011b : Wipe from Top (Wipe from Bottom)  
 0100b : Wipe from Bottom (Wipe from Top)  
 0101b : Wipe from Left (Wipe from Right)  
 0110b : Wipe from Right (Wipe from Left)  
 0111b : Wipe diagonal left (Wipe diagonal right)  
 1000b : Wipe diagonal right (Wipe diagonal left)  
 1001b : Random (Effect corresponding to predetermined effect classification)

Start Effect Period

[0303] An effect time length or period is described in the following format.

$$\text{Time length} = \text{Start Effect Period} \times \text{Video Frame} \times 8$$

[0304] one Video Frame implies 1/29.97 second with the TV System 525/60, or 1/25 second with the TV System 625/50.

E\_EFFECT (end effect)

[0305] The kind and time of the effect at the display end time are recorded in accordance with a format shown in Fig. 44B, in the case where the display of the ASVOB to be displayed in the timing of the entry point is ended and there is no ASVOB to be next reproduced.

End Effect Mode

[0306]

0000b : Cut Out  
 0001b : Fade Out  
 1001b : Random

End Effect Period

[0307] The effect period is described in the following format.

$$\text{Period} = \text{End Effect Period} \times \text{Video Frame} \times 8$$

[0308] One Video Frame implies 1/29.97 second with the TV System 525/60, or 1/25 second with the TV System 625/50.

MAX\_DUR (maximum playback duration)

[0309] The maximum duration for displaying a still picture corresponding to the entry point is described in the fol-

lowing format.

$$\text{Duration} = \text{MPX\_DUR} \times \text{Video Frame}$$

- 5 [0310] One Video Frame implies 1/29.97 second with the TV System 525/60, or 1/25 second with the TV System 625/50. Moreover, in the case where the playback duration is to be infinite, 0 is recorded. When the Display Timing Mode of the ASV\_DMOD of the corresponding cell is the slide show mode, 0 is recorded.

MIN\_DUR (minimum playback duration)

10

- [0311] The minimum duration for displaying a still picture corresponding to the entry point is described in the following format.

$$\text{Duration} = \text{MIN\_DUR} \times \text{Video Frame}$$

15

- [0312] One Video Frame implies 1/29.97 second with the TV System 525/60, or 1/25 second with the TV System 625/50. Moreover, in the case where the playback duration is to be infinite, 0 is recorded. When the Display Timing Mode of the ASV\_DMOD of the corresponding cell is the slide show mode, 0 is recorded.

## 20 2. 2 DVD recorder

### 2. 2. 1 Structure of DVD Recorder

- 25 [0313] The structure of the DVD recorder according to the present embodiment is the same as that in the first embodiment.

### 2. 2. 2 Reproducing Operation of DVD Recorder

- 30 [0314] Data on a DVD-RAM which are recorded by the DVD recorder can be read and reproduced through the DVD recorder.

- [0315] When receiving a request for the operation of the start of the reproduction by the user, the DVD recorder first reads the AR\_MANGR.IFO file storing the management information recorded in a ROOT directory of the disc. The system controller stores the contents of the AR\_MANGR.IFO file thus read in an internal memory. Next, the system controller confirms the AMG\_ID and the VERN in the AMGI\_MAT shown in Fig. 19. When information different from the information which originally has to be stored is recorded in these information, the DVD recorder determines that the disc cannot be reproduced by the recorder, and does not reproduce data from the disc.

- [0316] Next, the system controller accesses the ORG\_PGCI by referring to the ORG\_PGCI\_SA. The ORG\_PGCI\_SA stores the recording position of the ORG\_PGCI. Therefore, it is possible to refer to the ORG\_PGCI by referring to a specified address in the management information which has previously been read.

40

### 2. 2. 3 Reproducing Operation according to PGCI

- [0317] This is the same as that in the first embodiment.

## 45 2. 2. 4 ASVU Reading Processing

- [0318] When a value other than 0 is recorded in the ASVUI\_SPRN in the above-mentioned C\_GI information, a processing of reading the ASVU is carried out. Some DVD recorders include 2MB buffers for ASVU reading, and carries out a processing of reading the ASVU data into the buffer for the ASVU before the reproduction of Cell is started.

- 50 [0319] Therefore, the system controller refers to the A\_AVFIT\_SA information based on the AMGI\_MAT information stored in a memory. The head address of the A\_AVFIT is described therein and it is possible to access the A\_AVFIT by using the information. Next, by referring to the A\_AVFIT based on the information thus obtained, AUD\_STI\_Ns and ASV\_STI\_Ns in the A\_AVFITI described in the head of the A\_AVFIT are acquired. Since AUD\_STI and ASV\_STI to those are of a constant length, it is possible to obtain the data length of the whole AUD\_STI by multiplying the data length of the AUD\_STI by the number of AUD\_STIs. Consequently, the head of the ASV\_STI becomes known. With respect to the AUDFI and the ASVFI, the ASVFI\_SA and the ASVFI\_SA are recorded in the A\_AVFITI. Therefore, it is easy to refer to AUDFI and the ASVFI.

- 55 [0320] Based on the information thus obtained, ASVFI is referred. First ASVUI\_SRP in the ASVFI is referred.

Herein, ASVUI\_SRP corresponding to the ASVUI\_SRPN in the above-mentioned CI is referred. For this purpose, utilized is the fact that a reference destination can easily be gained when the ASVUI\_SRP has a constant length and a recording number becomes known. By thus referring to the ASVUI\_SRP, since the ASVUI\_SA is recorded therein, it is possible to access the ASVUI to be desired.

**[0321]** Next, the system controller opens the AR\_STILL.ARO file, and further seeks from the head of the file to a predetermined address. In this case, the ASVU\_SA described in the ASVUI information is used as the predetermined address. The system controller reads the AR\_STILL.ARO file from this position and stores data in the buffer for the ASVU described above. In order to determine a size for reading, the system controller further refers to ASVOB\_Ns and the ASVOB\_ENT. First of all, ASVOB\_Ns is referred and then ASVOB\_ENTs are referred by the number described in ASVOB\_Ns. The size of each ASVOB is described in each ASVOB\_ENT. By summing all of them, the total size of the ASVOB included in the ASVU becomes known. The system controller thus calculates the total size of the ASVU and reads the data from the AR\_STILL.VRO file by the size.

**[0322]** Furthermore, the system controller refers to the ASV\_STIN in the ASVU\_GI. Herein, the number of the ASV\_STI is described. Based on the information, information about the display attribute of the ASV is acquired from the ASV\_STI described above. For this purpose, by utilizing the fact that the ASV\_STI has a constant length, referred is a place having an address obtained by adding an address which is obtained by multiplying the fixed length by the ASV\_STI number to the head address of the ASV\_STI. Consequently, The system controller can acquire information necessary for controlling a video output section when displaying the ASV.

**[0323]** The processing of reading the ASVU described above is carried out every time the reproduction is started in accordance with a new Cell in principle. In the Cell which is being reproduced and Cell which is to be next reproduced, it can also be supposed that the same ASVU is referred in some cases. This can become known by a comparison of the ASVUI\_SRPN in the C\_GI for both of them. In this case, the ASVU which has already been stored in the buffer is reused without reading the ASVU again. Consequently, it is possible to minimize a time for interruption of the reproduction of the AOB during a transition to a new Cell.

## 2. 2. 5 ASVOB Display Processing

**[0324]** A method of displaying the ASVOB with using ASVU thus acquired is described below. The ASVU comprises a plurality of ASVOBs. A method of displaying nth ASVOB is generally described below.

**[0325]** For this purpose, the above-mentioned ASVOB\_ENT is referred. The size of the nth ASVOB is described in the ASVOB\_SZ of the nth ASVOB\_ENT. Based on this information, the size of the ASVOB can be acquired. Moreover, it is possible to know where the target ASVOB is recorded in the ASVU by summing the first to (n-1)th ASVOB\_SZ. Based the information thus obtained, it is possible to acquire the ASVOB recorded in the buffer for the ASVU.

**[0326]** The data of the ASVOB thus obtained are sent to the video output section by the system controller. At the same time, the system controller controls the video output section to carry out initialization for video output and then reproduces the ASVOB data. Since a method of outputting an actual video from the ASVOB data is not related to the scope of the present invention, description thereof is omitted.

**[0327]** It can be supposed that the buffer for the ASVU is not mounted in a particularly inexpensive DVD recorder. In this case, the data of the ASVOB cannot be acquired from the buffer. Accordingly, it is necessary to access a media one by one to read the data of the ASVOB where the data of the ASVOB is required. In this case, audio data is interrupted during the reproduction every time when the ASVOB is displayed. In order to avoid such a trouble, it is required that only the ASVOB to be first displayed is displayed in the corresponding cell and the succeeding ASVOBs are not displayed.

## 2. 2. 6 AOB Reproduction Processing

**[0328]** This is the same as that in the first embodiment.

## 2. 2. 7 Music Skipping Processing

**[0329]** Description is given to a processing to be carried out when the user of the apparatus skips a music by utilizing a remote control or the like in the DVD recorder according to the present embodiment.

**[0330]** Conventionally, a compact disc (CD) player or the like has a structure in which music data are recorded in a unit of a track and one track generally corresponds to one music. The CD player is provided with the function of skipping a music. When the user of the apparatus utilizes the remote control or the like to execute the skip processing, the CD player stops the reproduction of the track which is being reproduced and starts the reproduction again from the head of the next track. Of course, it can also be supposed that the function of a transition to the previous track, the head track and an nth optional track as well as the transition to the next track.

[0331] Corresponding to the fact that the conventional CD player has such a function, it is desirable that the same function is mounted in the DVD recorder. However, the head of the Cell is not always the head of the music as described in the description of the problem. Therefore, another data structure is employed to represent the head of the music. This is an entry point (Entry Point). There are four types of entry points, which include one of representing the head of the music, one of representing the break of Index, one of representing a spotlight interval and one of indicating a link relationship with a still picture. The relationship with PGC/PG/Cell is shown in Figs. 45 and 46.

[0332] Fig. 45 shows the case of the original PGC (Original PGC) which is characterized in that the entry point representing the head of the music is not described. The reason is that the PG should correspond to one music and hence the head of the music does not need to be represented by the entry point.

[0333] On the other hand, Fig. 46 shows the case of the user defined PGC and is different in that there is no hierarchy of PG and the Cell might refer to the partial interval of the AOB. Moreover, in the case of the user defined PGC (User Defined PGC), there is a possibility that an entry point indicative of the head of the music might be described.

[0334] In the case in which the reproduction is to be carried out via the original PGC, the processing of skipping a music can be very easy. The reason is that one music is represented by PG. In order to reproduce a music next to the music which is being reproduced, the reproduction of PG next to the PG which is being reproduced should be started.

[0335] Similarly, in the case in which the reproduction is to be carried out via the user defined PGC, the skip processing is carried out by referring to the entry point of the type A which is indicative of the head of the music. There is a possibility that the entry point of the type A might be stored only in a first entry point table of each cell. In other words, the entry point is recorded as a first one or is not recorded at all. The system controller always grasps the number of the Cell which is being reproduced. When a next skip button is pressed down, a position corresponding to the head of the music is searched from the Cell next to the Cell which is being reproduced. If the Cell which is being reproduced is the last cell in the PGC, the next skip processing is not carried out. In other cases, the Cell is sequentially searched to find out the Cell having the entry point of the type A on the head of the entry point table. If the Cell cannot be found, the next skip processing is not carried out. On the other hand, if the Cell can be found, the reproduction is started from the head of the Cell including the entry point.

2.2.8 Slide Show Display Processing  
[0336] A still picture reproducing function in a slide show mode for sequentially switching the ASVOB synchronously with the reproduction of the AOB is implemented on the DVD recorder having the buffer for the ASVU. The still picture display processing in the slide show mode is performed only when in A\_C\_GI a value other than 0 is set to the ASVT\_SRPN and a value indicative of the slide show mode is set to the ASV\_DMOD.

[0337] As described above, the system controller always records the number of the Cell which is being reproduced and a time passed from the head of the Cell. In addition, the system controller grasps the number of the A\_C\_EPI of the entry point corresponding to the ASVOB to be next displayed. For this purpose, the following processing is carried out. When the reproduction of a certain Cell is started, the system controller sequentially carries out retrieval from the first A\_C\_EPI and records the number of the A\_C\_EPI of the type D which is first present. If there is no A\_C\_EPI of the type D, the display switching of the still picture is not carried out for the Cell. If there is the A\_C\_EPI of the type D, the number thereof is recorded and the EP\_PTM of the A\_C\_EPI is recorded.

[0338] In this state, the system controller starts the reproduction of the AOB, and carries out the processing to switch still pictures when a time passes as described in the EP\_PTM. The still picture switching is carried out in accordance with the display processing of the ASVOB described above. At the same time, the system controller searches the A\_C\_EPI to be next subjected to the display switching. For this purpose, the A\_C\_EPI of the type D is retrieved sequentially from the A\_C\_EPI next to the A\_C\_EPI displayed at that time, and when the A\_C\_EPI is found the number of the A\_C\_EPI is recorded. By continuing such a processing, it is possible to carry out the processing of sequentially switching the still picture.

[0339] In the case in which the ASV\_DMOD is random or shuffle, the case is different from the case of sequential in that a random value is used as the value of the ASVOBA\_ENTN.

## 2.2.9 Browsable Picture Display Processing

[0340] A still picture reproducing function in a browsable mode for switching the ASVOB through a remote control operation by a user is implemented on the DVD recorder having the buffer for the ASVU. Description is given to the still picture display processing in the browsable mode. A still picture is displayed in the browsable mode only when in the A\_C\_GI a value other than 0 is set to the ASVUISRPN and a value indicative of the browsable mode is set to the ASV\_DMOD.

[0341] With regard to the browsable picture, the system controller searches the A\_C\_EPI of the type D of the Cell which first appears, when the reproduction of the Cell is started. The ASVOB is selected and displayed in accordance with the ASVOB\_ENTN described in the A\_C\_EPI. At the same time, duration required for continuously displaying the ASVOB is determined by referring to the values of the MAX\_DUR and MIN\_DIR. Moreover, the system controller records the number of the A\_C\_EPI thus displayed.

[0342] While the reproduction of the AOB is thus continued, when user skips the still pictures with the remote control or when a time required for displaying the ASVOB passes, the system controller switches the ASVOBs to be displayed. For this purpose, it is necessary to search the A\_C\_EPI corresponding to the ASVOB to be next displayed. The system controller records the number of the A\_C\_EPI displayed at the last time, and sequentially carries out retrieval from the next A\_C\_EPI to find out the A\_C\_EPI of the type C which is the first. The A\_C\_EPI thus retrieved is indicative of the ASVOB to be next displayed. The method of displaying the determined ASVOB is implemented in accordance with the above-mentioned ASVOB display processing.

#### 2.2.10 Index Number Display Processing

[0343] In the conventional CD player, a structure referred to as an index is implemented in a lower structure of the track. The index has a data structure corresponding to first and second words and the like in a music having the words.

[0344] Information about the index is described in medium which is reproduced by the DVD recorder. The information is an entry point of the type B. It is supposed that the index information is mainly displayed together with the music number on a liquid crystal panel or the like. The contents of the processing for that is almost similar to the processing of displaying the slide show. In other words, the system controller monitors the playback time of the Cell, and updates the index number at a time indicated by the EP\_PTM in the A\_C\_EPI. The index number to be used in this case is recorded as IDNX in the A\_C\_EPU of the type B.

#### 2.2.11 Selectively Reproducing Processing of Spotlight

[0345] A spotlight is a portion corresponding to a characteristic part in a music, for example. In DVD-Audio, a spotlight interval is set in a music. In the case in which such contents are copied, the spotlight is automatically set by the recorder. The spotlight is variously used by a player. For example, in a menu automatically created by the player, it can be supposed that the spotlight interval is reproduced as a representative audio portion together with the display of the representative still picture of the REP\_PIC and the music name by the PRI\_TXT. A processing of selectively reproducing the spotlight interval is described below as an example of the use of the spotlight.

[0346] The spotlight interval is recorded as the entry point of the type C. When the user designates the spotlight selective reproduction in the player, the player retrieves sequentially only the entry point of the type C out of entry points included in the Cell. If the entry point of the type C is found, the audio reproduction is started in a place indicated as the EP\_PTM of the entry point. In this case, the same processing as the searching at the reproduction start point by the C\_A\_S\_PTM is carried out. The reproduction end time for the spotlight is indicated as END\_PTM in the data structure of the entry point. The audio reproduction is ended at the indicated time and the next spotlight interval is searched.

#### 2.2.12 AOB Continuous Reproduction Processing

[0347] In the case in which two AOBs are to be continuously reproduced, a mute is inserted in principle. As shown in Fig. 47A, the AOBs to which two continuous Cells refer are not always located continuously in the logical structure of the disc, and a seek is occurred between Cell #1 and Cell #2 so as to generate the mute. On the contrary, in the case in which the AOBs to which two continuous Cells refer are continuously located in the logical structure of the disc as shown in Fig. 47B, continuous reproduction can be carried out in principle. Also in this case, however, there are cases in which the continuous reproduction should not be performed. Such a case is shown in Fig. 48. Fig. 48 shows the waveform of audio data in two continuous AOBs. As shown in this figure, the waveforms are not coincident in the break portion of the AOBs (between AOB #1 and AOB #2) in some cases. In such cases, an abnormal sound occurs at the break portion. In order to avoid such an abnormal sound, it is necessary to positively insert the mute. The player decides the case in which such an abnormal sound might occur based on the value of a mute flag described in the AOB information, and inserts the mute in order to avoid the generation of the abnormal sound. Although a method of carrying out fade-out and fade-in for several seconds before and after the break portion may be applied to the insertion of the mute, other methods may be used. Such an abnormal sound is typically generated in the case in which the coding mode is LPCM. In most of compression coding modes, the break of AOB #1 and AOB #2 is equivalent to that between audio frames. Therefore, the waveform is smoothly connected so as not to generate an abnormal sound.

[0348] Even though PL\_TY includes the combination of recording situations, PL\_TY may further include a flag which indicates whether user's own creation, or the automatic creation by the apparatus during copying or the like. Particularly, with respect to a play list automatically created by the apparatus during the copying, it might be supposed that the reproduction order thereof or the like cannot be permitted to be changed depending on the copyrighter's request of data on a copy source. In order to prepare for such a case, it is also considered that a flag indicative of a change inhibition is described in the PL\_TY. Moreover, there is no problem if the flag can be set to a PGC unit or a lower structure such as PGC\_GI in place of the PL\_TY.

[0349] While both of the AOB and the ASV are managed by the A\_AVFIT, it can also be supposed that the A\_AVFIT is divided into AOB\_AVFIT and ASV\_AVFIT to have such data structures as to manage the AOB and the ASV, respec-